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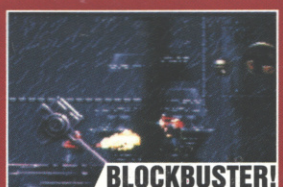

JUDGE DREDD – First shots of the hit in the making!

MORTAL KOMBAT 2 – Slaying 'em on 32X

MARCH 1995 ISSUE NO 160

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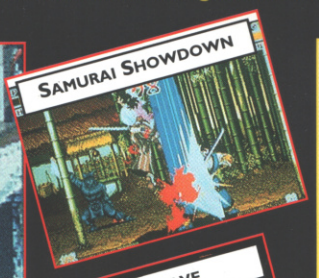

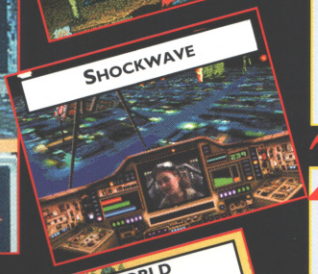

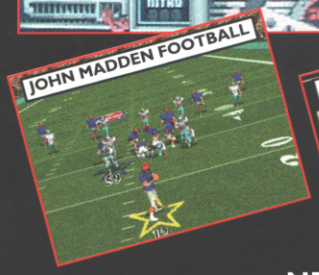

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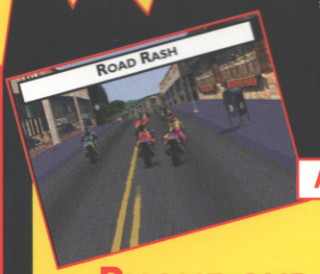

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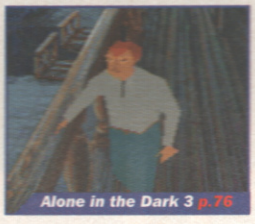
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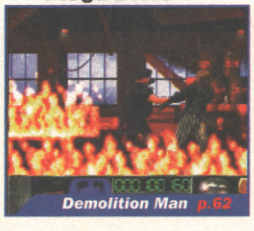
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connected

the wired-up gaming news section

Atari gets ready to

Virtual Boy launch postponed

launch its new all-in-

Dirt Race FX. Stunt Race beater?

one CD and cartridge

Revolutionary Saturn Software

console. While Acclaim

Acclaim goes licence mad with

starts the Judge Dredd

Batman Forever and Judge Dredd

hype machine rolling

Pippen: Apple's CD-i challenger

and Apple Mac launches

Nostalgia - give it a rest

its own CD games/edu-

Ridge Racer watch out

tainment console. Oh, and

Alien Trilogy on Saturn

Daytona's here (almost).

Atari's new cats

JAG CD TO DEBUT IN APRIL

After a quiet 1994, is Atari set for a '95 boom?

Finally, after much speculation, Atari has confirmed it will be releasing the Jaguar CD drive this April. The unit, which features a built-in version of Jeff Minter's Tripatron light synthesiser, is long overdue. Many programmers have complained that they haven't been able to make full use of the Jaguar's capabilities because of the memory limitations of cartridges. Also on the the way, although it's not set to appear here for a while, is an all-in-one Jag/CD machine. And any worries about Atari not being able to manufacture enough machines should be allayed after a $90 million windfall courtesy of Sega (and several law suits citing breach of patents are heading from Atari's solicitors to many big companies).

The Jaguar story doesn't stop there. In a recent interview Atari President Sam Tramiel said "...Atari is already working on Jaguar 2, an even more powerful system that we expect to launch in 1996.' No specifications yet, but we'll try to find out more and tell you as soon as poss. In the meantime we'll be bringing you a preview of the CD upgrade and all its software next issue.

The all-in-one Jag/CD unit, and above a Jag CD game – Blue Lightning.

SATURN DAYTONA ALMOST READY

Within a couple of months Saturn owners will no longer have to suffer the indignation of having Gale Racer as the machine's only driving game.

Daytona is almost complete and ready to roll around April time. The game is currently 80% complete and looks almost as good as the coin-op. Best of all it will have more features and all the speed of the original. It's still impossible to tell how it will match up to Ridge Racer on the PlayStation, but if it really does turn out to be as good as the coin-op it could well have the edge.

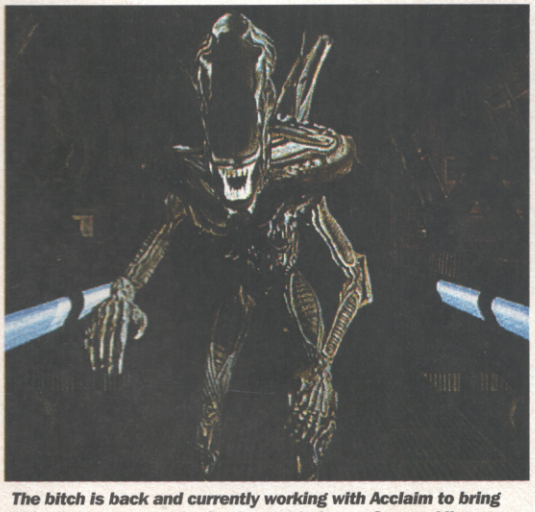
Does this look a cool driving game or what?

VIRTUALLY REDUNDANT?

Rumours are reaching us that Nintendo isn't planning to release the Virtual Boy in the UK until March 1996. Considering the rather low-key reception it had at both its unveiling in Japan and at the CES, you'd think the Nin' would try to push it now before the Saturn and PlayStation arrive on the scene officially. Loyalty to the mighty N is one thing, but this is really pushing things too far.

ALIEN TRILOGY INVADES PC

This is a game we've been after for ages, and it's finally about to happen. Alien Trilogy combines storylines from all three Aliens movies in a 3D shoot-'em-up which, from the early versions we've seen, could well prove to be the best movie tie-in ever. And it's now coming out on PC CD-ROM first, with the Saturn version following around about September. We'll bring more shots and info as soon as we can.



The bitch is back and currently working with Acclaim to bring Alien Trilogy across the formats and also on Saturn. Like, wow.

DIRTY BLIGHTERS

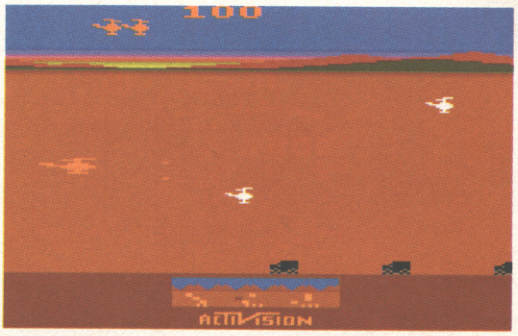
There was no denying that Stunt Race FX was a laugh – apart from its dodgy two-player mode. Softco Elite must have thought the same, because its forthcoming Dirt Racer SFX looks similar, but promises to be a whole lot more fun.

The final version will feature 15 tracks, puzzle modes, two-player head-to-head battles and three different vehicles. It's scheduled for release in May and we'll bring you more pics and info next month.

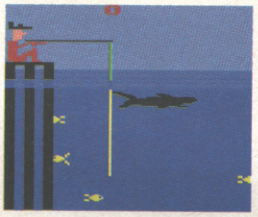
These are early shots from Dirt Racer SFX, a Stunt Race FX lookielikey packed full of tracks, puzzles and head-to-head racing.

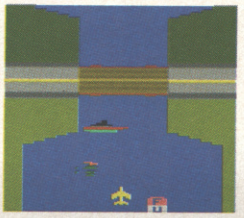
RETROACTION

We're as guilty as any mag when it comes to overdosing on nostalgia, but it looks like Activision could be taking things a bit too far. On its release schedule this year is a compilation pack of Atari 2600 (remember that?) games for the PC. It'll certainly be interesting, but aren't ex-2600 owners going to struggle to find the cash for the pack – even on pension day?



Atari 2600 compilation – pushing the barriers of gaming back years!





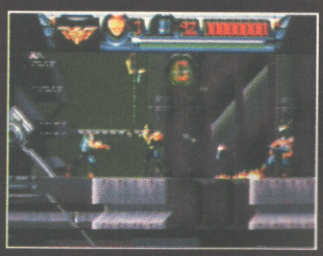
BAT TO BASICS

Batman, a game you can play forever? Let's hope so.

Acclaim's other tipped-for-the-top licence is the forthcoming conversion of Batman Forever. The game which makes use of Acclaim's Ultimatte studio facilities and motion capture techniques to provide the digitised sprites. The 16-bit versions will feature all the villains from the movie, including the likes of Two-face and the Riddler crammed on to 24M-bit cartridges. Acclaim's promising a lot with this game – let's hope it delivers.

JUDGE-MENT DAY

For a flick which so nearly never happened, Judge Dredd is set to make a lot of people a hell of a lot of money. Not least Acclaim, who is banking on it being one of its biggest games for '95. The finished Mega Drive and SNES versions will be a combination of platform and shoot-'em-up which, coincidentally, was what Virgin's 1987 conversion of the game was. However, unlike that game which was pretty dire, Acclaim's conversion is going to be a 12-level sci-fi feast of blasting and violence combined with some neat 3D stages.

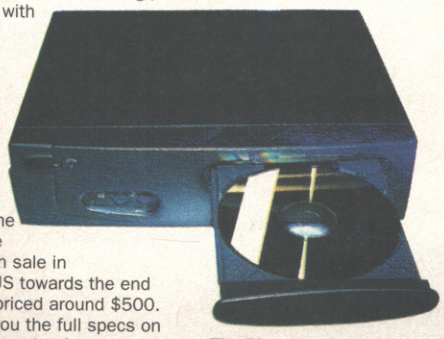


Judge Dredd and Mega City One is coming to the Mega Drive and SNES. Perps had better watch out.

The game follows the movie's plot closely, where Joe Dredd's twisted clone-brother Rico returns to Earth with the express aim of 'fitting-up' his brother and laying claim to Mega City One. Watch out for a preview soon.

PIPPENED AT THE POST

As if three new machines this year weren't enough, Apple has unveiled its entry. Unlike the likes of the Saturn and PlayStation, the Pippen is pitched along similar lines to the CD-i in that it's one of your all-round home entertainment/edutainment/education machines. It's also being produced in conjunction with toy giants Bandai, so could this lead to any Nintendo games appearing on it in the future? In the meantime the machine should go on sale in Japan and US towards the end of the year priced around $500. We'll bring you the full specs on the machine and software as soon as we can.



The Pippen – Apple Mac's rival to Philip's CD-i.

ATARI SNEAK MORTAL KOMBAT

After being rumoured to have failed in a bid to secure Acclaim's backing for a Jag version of Mortal Kombat 2, Atari has turned to more devious means for a version of the game. Atari's forthcoming home-grown beat-'em-up The Realm Of Fighters features a whole host of well-known martial artists, including those behind the guises of Liu Kang, Shang Tsung, Kitana (who was also Millena and Jade) and Johnny Kage. No word as to how the game looks yet, but it'll be well worth a look.

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When Biker Mice want to lick the dastardly Dr Limburger, they head straight for the nearest SNICKERS bar.
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The only thing more satisfying than a SNICKERS, is seeing Dr Limburger eat dust as you pass him to reach the finish line first.
Rock and ride down to your nearest stockist because the Biker Mice video game is out now on Super Nintendo. Eek!
KONAMI
SNICKERS
©Biker Mice From Mars 1994 Brentwood Television Funnies licensed by the Beanstalk Group. ©Mars Confectionery 1995.

connected at CES

The consumer electronics show hits Vegas every New Year's, and CVG woz there, and now gives you the ultimate preview to1995's top games...

ULTRA 64

TUROK THE DINOSAUR HUNTER

ACCLAIM

The only real Ultra 64 representation came in the form of a press release from Acclaim and a lonely looking picture taken from the Turok The Dinosaur Hunter title. The game uses Acclaim's pioneering motion-capture technology to create a highly detailed 3D game environment.

Apart from that, other details were that Nintendo is confident to have the machine released some time by autumn this year, that most of the early games will make use of the Ultra 64's highly specialised 3D hardware and that several virtual reality-related devices are in the offing for 1996.

Meanwhile Spectrum Holobyte is working on a flight sim Top Gun: The New Adventure, which is based on the Top Gun movie from way back when, while UK-based DMA Design, the creator of Lemmings, has also announced its commitment to developing for the Ultra 64.

NINTENDO -A-GO-GO

'So where's the Ultra 64, then?'
'Ah, you'll be wanting to come along to E3 in May to see that. Why don't you have a go of the Virtual Boy instead?'

And thus concluded Nintendo's contribution to the new generation gaming at the CES. However, the SNES, and particularly the Game Boy were well represented, and, with a few words in the right 'shell-likes' we did manage to uncover a few more fact-ettes about the Ultra-64.

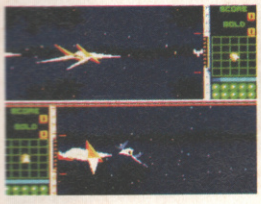
COLOUR GAME BOY REVEALED!

Don't wet you pants just yet. Nintendo's colour Game Boy is a brand new range of highly 'exciting' Game Boys – with colour cases. The neatest of the lot is the transparent one, although we'll see exactly how neat they are when a UK price is confirmed later in the year.

Comanche
SNES
Nintendo/Novalogic

Novalogic's groundbreaking PC helicopter sim, Comanche, is set to appear on the Super Nintendo later in the year. While the PC version has dated, it'll be a pretty amazing cart if Novalogic, who is using the generation 2 FX chip, can retain the detail of the original.

Starfox 2
SNES
Nintendo



The sequel to the most popular FX game yet is set to hit the shelves this summer. As well as staying true to the original, Starfox 2 will also feature ground-based walkers and a strategic battle element to give the game more depth.

Earth Bound
SNES
Nintendo

Zelda-like RPGs seen to be making a bit of a come-back at the moment, with Earth Bound being the latest on the way. We've heard a lot of

good things about this one, and we'll bring you more shots as soon as we can.

WeaponLord
SNES
Namco

If you've been murdered by Mortal Kombat and scudded by Street Fighter, this game is probably not for you. WeaponLords promises to be a real kick up the butt for most beat-'em-ups. It's been programmed by the team behind Madden '94 and '95 and boasts some of the largest, meanest graphics you've ever seen in a beat-'em-up. It's due to hit the streets in the US on June 21st, with the UK launch following soon after.

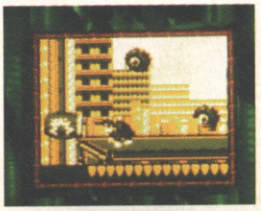
The Tick
SNES
Fox Interactive

This conversion from the Fox TV series was really hyped up at the last CES show, although nobody got to have a look at it then. There are a few shots out now, but, well, they don't really tell you much do they? So let us enlighten you. It's a platform-cum-beat-'em-up with cartoon quality graphics and liberal doses of quite bizarre humour. There you go, don't say we never tell you anything.

FX Fighter
SNES
Nintendo/GTE

The long awaited 3D beat-'em-up FX fighter is still destined to be long awaited, with the game not due out now until the autumn. However, it's looking better than ever, with even more moves and better graphics.

Donkey Kong Land
Game Boy
Nintendo



Following on from the massive world-wide success of Donkey Kong Country on the SNES, Nintendo previewed the cut-down Game Boy version at CES. It's similar in a lot of ways, not only because its graphics are a cut above anything else seen on the system, but mainly because the finished game will be an almost perfect, although slightly cut-down version of the SNES original. This will be the biggest Game Boy game of '95 without a shadow of a doubt, period.

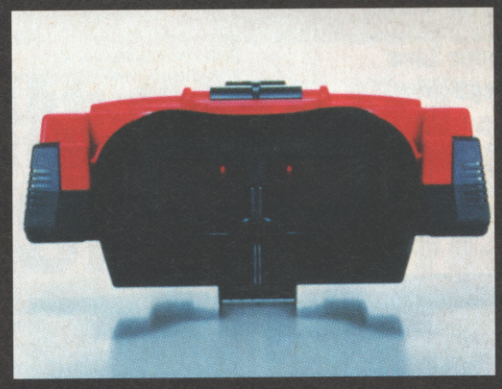
Kirby's Dreamland 2
Game Boy
Nintendo

The only thing that could possibly come close to challenging Donkey Kong Land's impending Game Boy conquest is Kirby's next outing.

VIRTUAL BOY

Nintendo

More Virtual Boy products were on show, including a pinball game. The 3D effect does work well, but, as we said before, the machine isn't really the gateway into 32-bit portable gaming. In a moment of high excitement Nintendo also unveiled the rechargeable battery for it, to save you shoving half-a-dozen Duracell into it at a time. How caring, eh?



Dreamland 2 promises larger levels, more Kirby-related special features and enhanced gameplay. It's going to be a lorra lorra laffs, but we reckon DK Land will definitely be the best of the pair.

Mario's Picross
Game Boy
Nintendo

So far Mario's only confirmed outing this year will be in this little Game Boy puzzler. It looks intriguing, but we don't think Tetris will be in any danger.

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SEGA HITS THE BIG TIME

Sega was certainly having a jolly time of it at the CES. This was partly thanks to the news that Sonic's pals now have the lead over Nintendo in the US marketplace across all formats. The other reason for such jollity was the enormous success of the 32X (in America) and the Saturn (in Japan). At the time of the show the 32X, which had been on the shelves for about six weeks, had already sold over 500,000 units. This may have something to do with the rather attractive price tag of the machine – $150 (about £100).

The Saturn sold a roughly equal number of units in almost half the time over in Japan, making it an even faster seller than the PlayStation (although the PlayStation has apparently shifted more units at present). Sega is predicting sales of over two million units in Japan by the end of the year, which is a surprisingly conservative estimate by Sega's standards. And while Sega didn't have software in bulk, it was certainly up on quality.

Comix Zone
Mega Drive
Sega

This was certainly the most impressive Mega Drive game on offer – not at least because it's one of the most original titles Sega has produced in many a moon. The game is actually set in a comic book, with your character leaping from frame-to-frame in the story battling the wrong-doers within. We were dead impressed with this – definitely one of the highlights of the show.

X-Men 2
Mega Drive
Sega

Hot on the heels of Wolverine comes Sega's latest X-Men-related offering. This time all the characters make an appearance and it really looks as though it's done the licence justice. There are plenty of extra features to give it more depth than the standard platform-based punch-ups games like this normally end up as.

Eternal Champions
Mega-CD
Sega

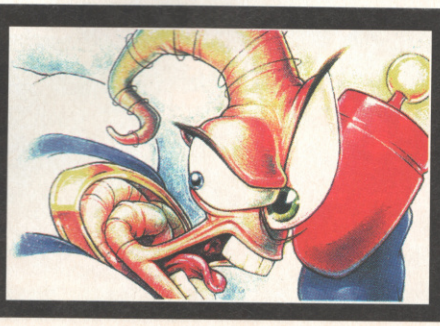
Sega is about to come to the rescue of all those beat-'em-up-strapped Mega-CD owners with a tarted up version of Eternal Champions. The basic gameplay's going to be the same as the cartridge version, but with enhanced sound and, shock, a huge amount of animated cartoon segments.

WHERE ARE YOOOOU?

Sunsoft has plans for a series of Scooby-Doo games. The idea is for a series of investigative adventures based on episodes of the cartoon. First up for the Mega Drive is Scooby Doo Mystery, featuring Blake's Hotel and Ha Ha Carnival from the episodes of a similar name.

Good news for rental fans –

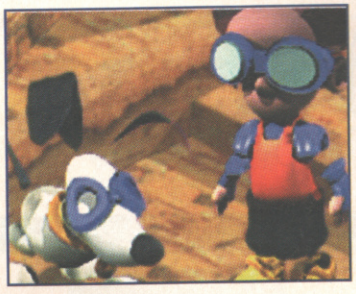
America's pay-per-play Sega Channel has proved a major success in the States and nationwide coverage by the system should be operational by the time you read this. Hopefully this should encourage the Sega bods to give the idea a whirl in Europe – meaning the purchasing of carts could be a thing of the past within a couple of years! Hoorah! Except, of course, while games on-line already include such greats as Earthworm Jim there's a predicted three-month lag time between game launch and appearance on the Sega Channel menus. Boo.

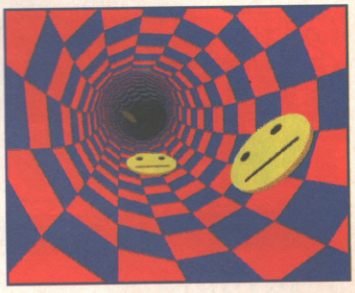


SEGA TV ON ITS WAY?

ROCKET RETURNS

The people from Rocket Science, those thrill-seeking ex-Hollywood games producers, were very much in evidence at the show, displaying a triumvirate of new titles for the Mega-CD and 32X. Rocket Boy is the first, which tells the tale of an unfortunate young chap and his dog blasted into space by a home-made rocket. The graphics look exceptional, but we're not sure how it's actually going to play, let alone how good it'll be. Darkride, a so-called 'psychedelic cyber-coaster' is next up – a sort of first-person warp speed maze game which looks quite jolly. Finally, and most promisingly, comes Flying Aces, a WW1 bi-plane/zeppelin dogfighting game which urges you to 'rid the skies of the evil Prussian chowderheads'. Most amusing.

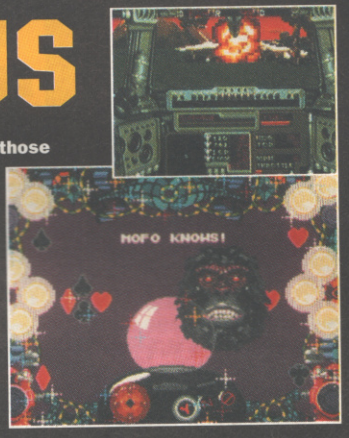




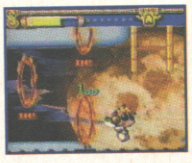
ABSOLUTE FABULOUS

Absolute were looking very pleased with themselves, with their hat-trick of exciting new Mega-CD titles ready to roll. The first two are somewhat similar, being first-person view blastathons planting you in control of giant war machines. Battletech and RDF: Global Conflict (for it is they) boast a mixture of strategy, simulation and mass destruction and should be worth a peek when they hit these shores. The third title was

something far more impressive, however, – Penn & Teller's Smoke and Mirrors, the official licensed game of those wackily offensive Channel 4 magicians. Featuring specially filmed footage of the pair and a host of cool tricks to humiliate all your friends with, this is bound to be a favourite in the CVG offices.

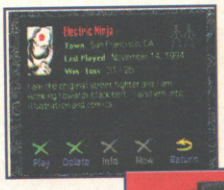


MAGIC MUSHROOM IN BLOOM



Sega's magic mushroom, the 32X, was well represented at stands across the show. Sega itself unveiled its next batch of releases. Motherbase is a first-person polygon-laden space shoot-'em-up, Tempo is a music-based platform jape starring a grasshopper, Midnight Raiders (a CD title) has the player controlling an Apache attack death helicopter, Fahrenheit (also on CD) is an FMV-based on firefighters and finally there was a third CD title, Surgical Strike – an urban crime-cracking shooting doom death game. Interplay also announced plans for a radically revamped Blackhawk, C2: Judgement Clay and even the impressive Alone in the Dark, all lined up for 32X release this year. Hurray for Sega's magic mushroom.

THQ IN SMART IDEA SHOCKER



THQ finally had the brainwave which could make them major players in the industry – the XBAND modem. This little gadget plugs into just about any machine, works with any game, and allows you to participate in multiplayer games with anyone else, anywhere in the world. To top this, it also keeps up-to-the-second league tables of all the games played on the system, so you can see how your performance compares, even on one-player games, with untold billions of other players. That's the idea anyway, but an impressive number of major developers have signed up to support the system so it could be a major success. Don't expect to see it on these shores for a year at least, however.

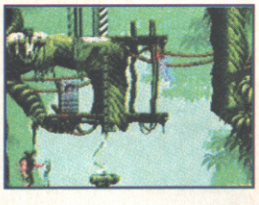
connected at ces

With Atari gearing up for the CD launch, there wasn't too much Jag Software. But what was around was certainly impressive...

JAGUAR BACK WITH A ROAR?

Flashback

Jaguar owners are in for a real treat when they get their hands on this spot-on conversion of the PC classic. It'll have all the features of the classic original, which means the instant accolade of 'best Jaguar platform game'.



Ultra Vortex

After the disappointing Kasumi Ninja, this is exactly the game Atari needs to save face when it comes to beat-'em-ups. Ultra Vortex looks very similar to Way Of The Warrior on 3DO, with large digitised characters and buckets of blood. One thing's for certain, it does have some of the coolest characters ever in a combat game.

Space War 2000

This novel head-to-head shoot-'em-up should work with the Jag Link cable so you can hook two machines together. It's basically very simple, just track down your enemy and shoot them with the biggest weapon you can find.

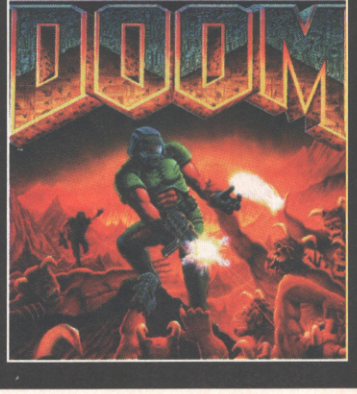
Hover Strike

The texture mapping and Gourard shading in this game certainly look impressive, but the programmers will need to incorporate a few gameplay devices to stop it becoming just another run-of-the-mill shoot-'em-up.

JAG WEAR

Following soon after the CD drive will be the Atari Jaguar's very own virtual reality headset. No price has been fixed as yet, and the technical specifications are at best sketchy, but if Atari can put it out at the right price, it could well be on to a winner. Even if it does look like you're wearing the console on your head.

3DO-K



There wasn't much in the way of 3DO software on show – the majority of it being held over to E3 in May. The rumour that 3DO Doom was going to be the best version was whizzing round though, so we're currently hot on its trail and hope to bring you some shots next month. Creative labs finally unveiled the 3DO Blaster – the 3DO card for the PC – along with an estimated UK price of £179. Goldstar tentatively named April as a launch date for its 3DO, although it's slipped so much already we'll believe it when we see it.

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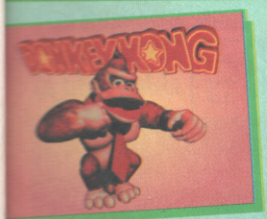

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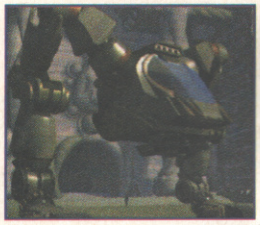
While consoles flagged, the PC pushed on, bolstered by one of its best software showings in years. The software was good, varied and above all there was plenty of it. So here are a few of the high, and low, lights of the show.

PC PERFECT COMPUTER?

G-Nome
PC CD-ROM
Merit Studios



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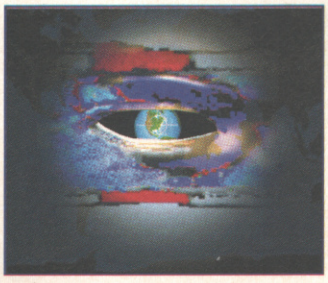
Cyberjudas
PC CD-ROM
Merit Studios



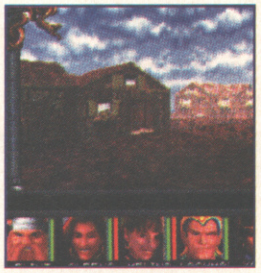
As if being Earth's top geezer and running the world wasn't enough hassle to begin with, this sim cum RPG, featuring 3D graphics and state-of-the art Artificial Intelligence has a nasty twist of having one of your six most trusted advisors stabbing you in the back and grabbing the presidential throne. You must rout him out, keep playing the political game and ensure the world's running smoothly all at the same time — no mean task.

Alex Dampier World Hockey '95
PC CD-ROM
Merit Studios

Alex Dampier, who he? Star of this ice hockey sim apparently which features over 3,200 players, each with their own editable stats; a training ground, league, challenge and multi-player options and variable rule sets.

Realms of Arkania Star Trail
PC CD-ROM
Sir-Tech

Time for a bit of fantasy role-playing and a quest for a few legendary and hugely powerful artifacts such as the Salamander Gem and the Star Trail. Better get moving through that 3D environment and talk pretty fast to all those weirdoes you're gonna meet, though, 'cos unsurprisingly others are after these ultimate prizes too. You're gonna have to keep your weapons stacked up and your wits about you so you can waste them when they rear their ugly heads.



Nerves of Steel
PC CD-ROM
Merit Studios

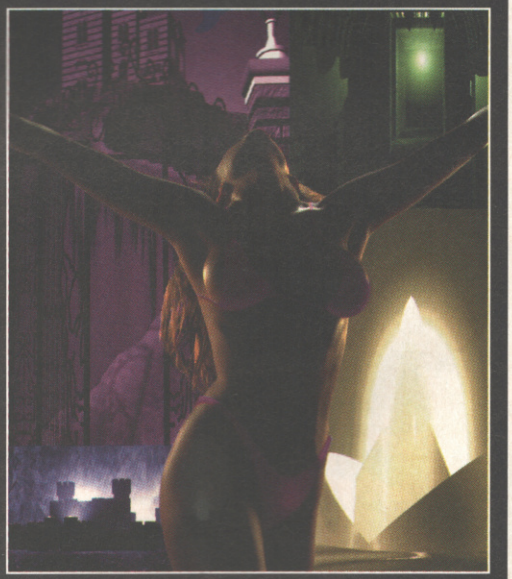
It's Doom clone time with this blaster set somewhere in South East Asia sometime in the future. Run around a bit blasting all and sundry until the lethal Iron Triangle army and its leader Kim Dung Moon have been wiped out. Guns ahoy!

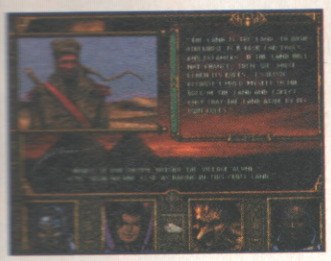
Ravenloft: Stone Prophet
PC CD-ROM
Mindscape

Hold on to your breakfasts we're heading for a horror ride with a gory new puzzle adventure. The game aim's to escape from the dreaded

ADULT ZONE

One, erm, interesting trend which ran through the show was a vast amount of adult orientated software. Across various stands nubile young lasses were getting undressed, dressed again in a small amount of something see-through, being shot at, chased, molested and falling at the feet of rough-neck heroes in a variety of CD-ROM product. It was certainly what you'd call eye-opening, but it doesn't do much for gaming's image.





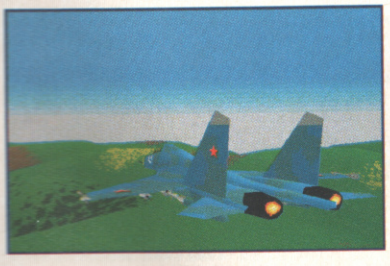
realm of Har'Akir and its ancient mummy ruler, Anhktepot taking you through acres of dank dungeons and past legions of facially challenged monsters. At least you get to fly though. Hurrah.

The Romantic Blue
PC CD-ROM
Crystalvision

Yuch what a sloppy title, fortunately we're not talking Mills and Boon type drivel here. It's more of a graphic adventure than anything, with a horde of monsters in that there mansion and they're after your entrails so watch it, right? Nowt romantic about that, eh?

Fighter Wing
PC CD-ROM
Merit Studios

Chocks away, it's time for a bit of arcade flight combat experience in the world's top fighter plane — but without the steep learning curve. Real maps combine with tough combat missions, an awesome arsenal and actual combat video footage in a 3D environment on a tour of the world's most dangerous hot spots.



Terra Nova Strike Force Centaliri
PC CD-ROM
LookGlass Technologies

From the creators of Ultima and System Shock comes a shiny new real-time full

motion, first-person combat sim which has you clunking around texture-mapped worlds in your Powered Battle Armour packed with the most advanced weapons and surveillance systems going. Masses of FMV surround the mounds of missions designed to test your leadership skills to the hilt.

The Fortress of Dr Radiaki
PC/ PC CD-ROM
Merit Studios

A carnage-ridden adventure with a few giggles thrown in is the name of the game in Dr Radiaki, which throws you up against sword-wielding Samurai's, stealthy ninja warriors, robots with toasters and hungry alligators to name but a few adversaries. As we're so skill, we've already had this in for review, which you can see in Super Shorts elsewhere in this issue.

Blown Away
PC CD-ROM/ PENTIUM
Imagination Pilots

Apparently a huge hit on the PC in the States, Blown Away is about to be released for Pentiums making it bigger, better and a whole pile faster than before. Starring you against the world, there's action aplenty packed in, setting you a series of tough challenges against the clock with the threat of unexploded bombs ever present should you put a foot wrong.

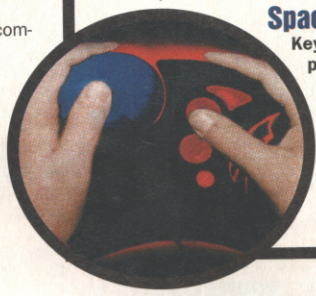
Virtual Vegas – Volume One: Blackjack
PC CD-ROM
Virtual Vegas

Voice recognition technology makes this one a bit different, allowing you to chat with the dealers and place your bets with the dolled-up dealers in the steamy world of Las Vegas casinos where Blackjack's the name and winning's the game (or something). It's entirely 3D rendered and there's a choice of three blackjack tables (all, no doubt with a different lady at your beck and call). Hmm.

Sento/ Creep Clash
PC CD-ROM
47-Tek

We've never heard of these guys but these two CD-ROM titles both look pretty hot. In Creep Clash you're pitched against all manner of ghouls, ghosties and other ghastly creatures of the night in a seriously spooky fight for survival. The Pentium-recommended Sento is a fight to the finish against four battle lords and their Dopplegangers with whichever weapon happens to come to hand.

SPACEBALL AVENGER PC CONTROLLER

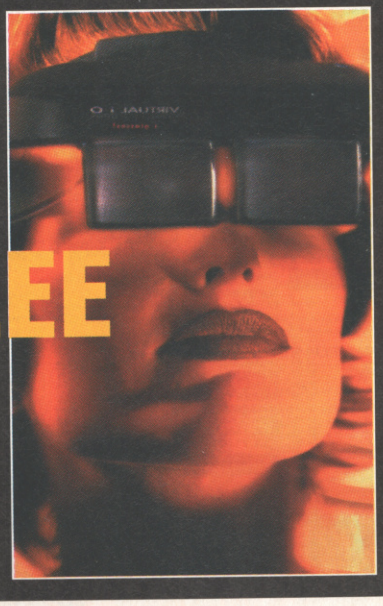


Spacetec IMC

Keyboard, mouse and joystick control could become a thing of the past with the invention of a groovy new gadget called the Spaceball avenger. This contraption allows you to zip around 3D action games with an ever-increasing acceleration and fluidity (allegedly). Featuring a PowerSensor ball requiring minimum pressure and a few key buttons, this handy little widget is compatible with the likes of Doom I and II, Wolfenstein and System Shock to name but a few. No news of when it might appear on these hallowed shores though. Shame.

VR STYLEE

One of the worst things about VR headsets is that they look so awful. These new i-Glasses from Virtual IO, though are a completely different thing. You're still going to look a bit silly gawping at stuff that nobody else can see, but these specs also give you 3D images and the effect of looking at an 80-inch screen. Cor.



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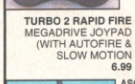

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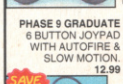

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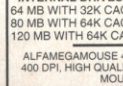

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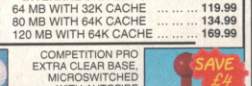

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SHINOBI X – the saturn's saviour?

the new machines

You own a Saturn, you own Virtua Fighter – what are you going to buy next? Exactly. That's why this game is so important to Sega. The Saturn got off to a flying start, but the software didn't. In a market where big names work and software sells machines Sega has fallen behind, and what it needs is games like this to start the ball rolling again...

SEGA SATURN

● GAME BY SEGA ● CONTACT SEGA (0171-373 3000) FOR INFORMATION

SATURN
Sega

Walk down the main shopping streets in Tokyo and you'll see Saturns being sold next to PlayStations. On one side Virtua Fighter, on the other Ridge Racer and Toshinden. It's obvious that the latter impresses the most.

By the time you read this we'll have copies of Starblade and Cybersled for our PlayStation. The Saturn will have the relatively obscure Gotha *and* Shinobi X. This is when the Saturn can strike back. The Shinobi series has been one of Sega's biggest sellers worldwide and gives the firm an established name on its machine – something which Sony can't match. And this is the reason why Sega has pulled out all the stops to make this game so impressive.

The game's characters are all digitised using motion capture techniques – which gives the characters a very Mortal Kombat-style appearance. The effect works, though, providing fluid animation and realism. The same goes for the backdrops, many of which are digitised and feature additional animation and sequences to help bring the game to life.

Aware that tampering is one of the easiest ways to destroy a game, Shinobi's programmers have tried to keep the game true to the original. Many of the main character's moves are the same, although he now has a range of Magic attacks which are designed, partly, just to show off all the clever things the Saturn can do with graphics.

Shinobi should be the game that rekindles people's faith in Saturn software, while at the same time proving you don't need 3D graphics to make a great game.

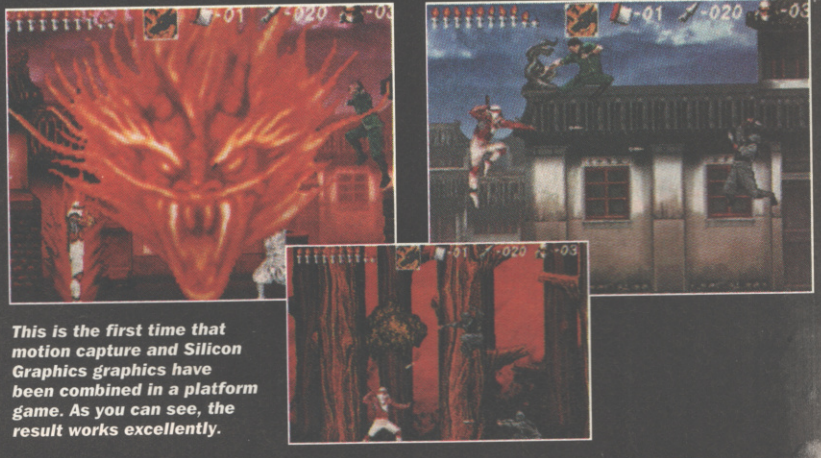
If Shinobi X is a success on the Saturn there's a very good chance of Sega producing a follow-up, although let's just hope that it actually makes same changes, and doesn't just re-hash the game the same way they did with the Mega Drive games.

GUTS, AND BLOOD AND NINJAS AND DOOM!

Shinobi X promises to be one of the most violent games the Saturn will see this year, with plenty of blood and some spectacular death sequences. But it won't hold the violence crown forever. Word is reaching us that top Doom-ster iD has plans to produce either Doom 2, or its follow-up Quake on the Saturn. Details are sketchy, but it could well turn out to be ready in time for the machine's official release in September.

TWO-HEADED EAGLES OF DOOM

Obviously motion capture doesn't deliver the kind of fantasy creatures that inhabit some of the stranger levels of Shinobi. For those, such as this two-headed eagle thing, Silicon Graphics work stations where wheeled in to render the creatures in 64,000 colours.



This is the first time that motion capture and Silicon Graphics graphics have been combined in a platform game. As you can see, the result works excellently.

the new machines

- SATURN
- Sega
- Out Now

SEGA SATURN

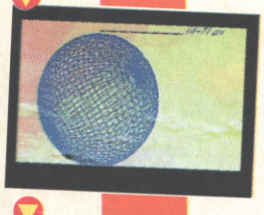
NIGHT OF THE LIVING CIRCLES

Some of these pics may make the game look sprite-based, but Victory Goal is in fact another example of the Saturn's superlative polygon-handling capabilities. Each player is actually made up of a number of ellipsoids, moving in conjunction with each other to provide a realistic motion effect. The upshot of this is that it's a piece of cake to scale in and out of the screen with deft use of the L and R buttons. Pause the game and you can rotate the screen about 45 degrees to either side too. Don't zoom in too close, however, or you'll lose all empathy with the now vaguely insectoid-looking players.

I AM VICTORY GOAL... HEAR ME ROAR

For a football game, Victory Goal has one of the best intro sequences produced (well, that I've seen anyway). There's a string of groovy images in a variety of weird abstract-y colours and all manner of other highly Japanese meanderings. In fact, we'll prove it, by showing you some pictures of it.

victory



There's some ellipses on the pitch, they think it's all over... oh no, they're the players.

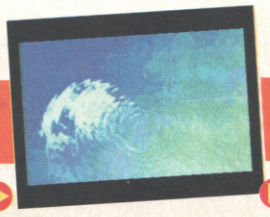
The J League, the official Japanese football league association thing, has had its name put to some of the best console football games devised. The unique combination of ultra-playability and the cuddly shark mascot for Team Grampus has conspired to lift these titles out of the realm of ordinary footie titles. But that's not all the J League is responsible for. Gary Lineker used to be such a nice young chap before he joined Grampus, and now what? He's nicking bags of crisps from innocent little kids, that's what. It's true, I've seen it on the telly. That's what a couple of months with a shark on your chest does for you.

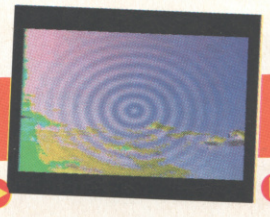
Mind, you should be able to find all this out for yourself with the advent of Victory Goal, the first soccer title for the Saturn and another J League title. Within minutes of sitting down to play it our offices were deafened with cries of 'That was never a goal!' and 'You can stick that corner where the sun don't shine, smash kid!' – and no-one had even tried playing Grampus then. But of course, this happens no matter what game you're playing. Still, featuring full-on scaling and rotation along with tap-compatible four-player thrills, Victory Goal is surely a contender for Best Footy Game Ever. Or is it? (© Suspenseful Intro Outros Inc).

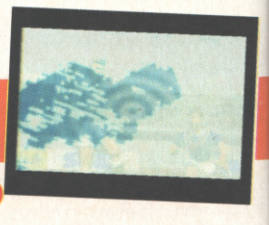
▲ As you can see, all the big Japanese clubs are in evidence.

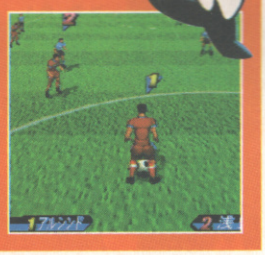
▲ Cantona-style kung-fu action in full effect from one of the plaucky Japanese players.

The Short Sighted Players League of Osaka neglect to locate the ball again in another thriling goalless draw. ▼









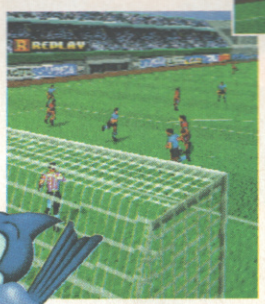
goal

▲ *I think they may have got Gary Lineker's home town wrong.*

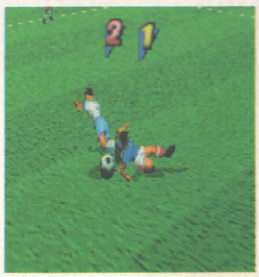
▲ *Penalty shoot-outs are always the most thrilling part of any game of football.*

▲ *Whaaat a waste of hardware, whaaat a waste of hardware.*

As you can see, the radar is so big it obscures most of the play screen. Not good at all.



▲ *Score a goal and the camera pans around the stadium, closing on this colourful billboard.*



▲ *Every time anything happens, anything at all, you're treated to infinite replays from a number of angles.*

▲ *It's possible to change your team formation before the game, but it doesn't make much difference.*

Playing down the pitch results in a lot of confusion and not knowing where your players are. ▼

◀ *This is the ref, who looks like a monster from Ecstatica.*

SECOND OPINION

Don't be fooled by these screenshots. Victory Goal is a big miss in my book. The 3D doesn't work very well, the number of moves the players have is limited, aftertouch is almost non-existent and the ball is almost the same size as the players' torsos. Sega would have been better off concentrating on gameplay first then building the graphics around it. Cut your losses and buy a SNES and International Super Star Soccer.

MARK PATTERSON

VERDICT

SATURN

International Superstar Soccer on the SNES doesn't have any scaling, or rotation, or stadium-sweeping special effects, but it's a far superior game to Victory Goal. This title is like the World Cup Soccer, the first footie title for the Mega Drive – it goes a little way to displaying the future capabilities of the machine but neglects to include any really exciting gameplay. There's no aftertouch, things move too slowly and there's not enough scope for employing tactics. Not awful, but certainly not the tour de force we were expecting.

RAD AUTOMATIC

GRAPHICS	90
SOUND	76
PLAYABILITY	78
VALUE	64

OVERALL

72

ALTERNATIVE

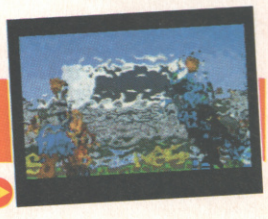
SUPER NES

International Superstar Soccer

Konami/£Unconfirmed

Best ever soccer game ever written in the entire world in space ever. And no mistake. Buy it now.

ISSUE 159: 96%



the new machines

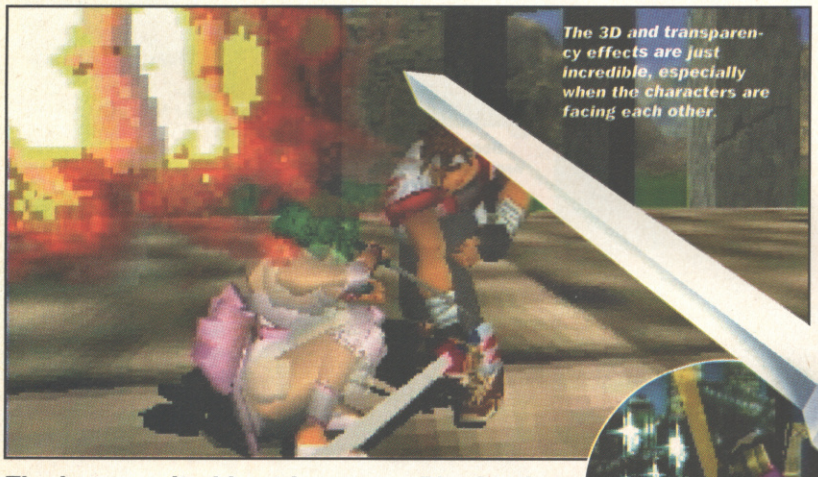
PlayStation

■ PLAYSTATION
■ Takara

CVG GOLD

▲ Sophia shows she's not just a pretty face.

toshinden



The 3D and transparency effects are just incredible, especially when the characters are facing each other.

The long awaited beat-'em-up on PlayStation has arrived, and one thing's for sure, Virtua Fighter on Saturn had better start running!

So you thought Virtua Fighter looked good? Well compared to this it's a small brown stain in an old man's pants. Toshinden is more akin to VF2 or Killer Instinct. The characters are rounded, more detailed and texture mapped, and it's 3D overload as the viewpoint pans around the characters when they're close together. But we've all been suckered by pretty graphics before (although these are amazing)

The playability is far more akin to the likes of Samurai Shodown and Streetfighter than Virtua Fighter. With the characters armed to the teeth with swords, special moves and dozen-hit combos. No blood though, and there we were thinking that every beat-'em-up had to have its fair share these days. There is, however, plenty of sparkles and spangles to make the moves look as though they carry some weight.

The controls make full use of the PlayStation's eight buttons, which can also be figured to activate special attacks with one press, which should suit anyone over the age of 25 who, like so many others, constantly get hammered by the Street Fighter generation. And that's exactly one of the game's attractions. The finger-breaking special attacks are there, along with hidden characters and a decent challenge, but the game can be tailored for novices which is something you don't see very often these days.

But, ultimately, it's the graphics that make the game. If they were a woman she'd have the body of Jet, the face of Winona Ryder, the cooking ability of Delia Smith, and probably wouldn't give me a second look. Still, I've got a PlayStation with Toshinden and she hasn't. So there.

◀ Despite all the texture mapping and special effects, the animation isn't quite as fluid as Virtua Fighter's.

● GAME BY TAKARA ● GAME AVAILABLE FROM COMPUTER EXCHANGE (0171-537 3333)

Some of the really damaging attacks can devastate a character's energy bar by up to 50%. ▶

▲ If you've paid the full whack for an import PlayStation you'll certainly sleep a lot easier after playing this.

Ring outs are a hazard 'borrowed' from Virtua Fighter, and a well-timed slide-kick is the best way to sneak that kind of victory. ▶

◀ Gaia's just one of the bosses you'll encounter. Complete the game without continuing, or perfect your way on hard mode to find even more characters.

GIVE 'IM 'ED BUTT

▼ A lot of special attacks are very hard for you to block.

For those of you who lack the necessary extra joints to pull-off the Street Fighter-style moves, the controls can be configured so all the super attacks are accessed through single button presses. ▼

Yes, the big guy's the slow one. But with a club like that he doesn't need to move fast. ▶

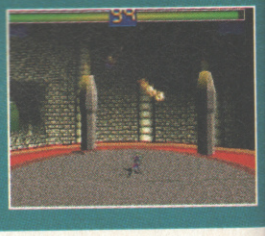
Ranged attacks, such as Run Go's flame blast, are usually very easy to avoid. ◀

▲ Eiji performs his obligatory winning animation.

If this is the standard of the PlayStation's early software, and especially as it's a game from a company which isn't considered massive by any standards, just imagine the kind of stuff we'll be seeing later on in the year. ▶

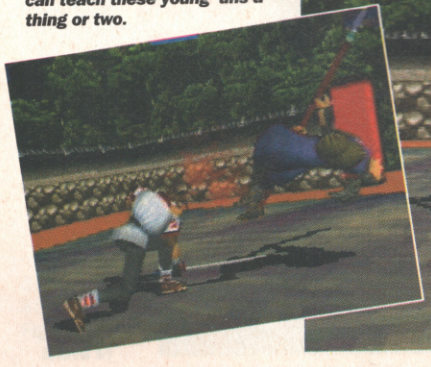
AND TODAY'S SPECIALS ARE...

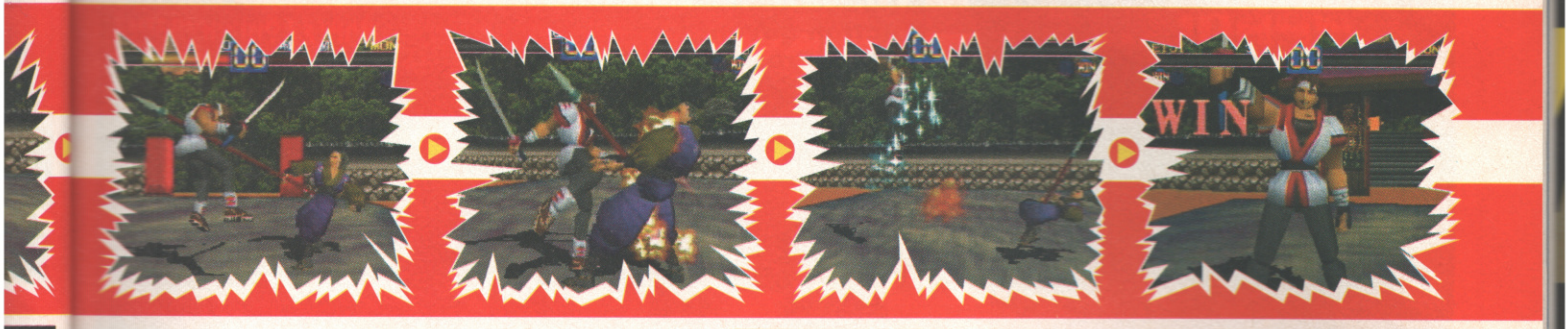
Special moves come into play as much as the standard slice and dice attacks, mainly because they look damn good. Here's a taster of some of the more interesting attacks on offer...



Throws work in the same way as Street Fighter. Once you've hurled your opponent, they stand a much better chance of getting hold of you next time they get in close. ▼

▲ Fo may be an old git, but he can teach these young 'uns a thing or two.





Sophia, the young lass with the taste for whips and leather gear, is one of the most well rounded fighters in the game.

When your character performs a special move they also say things like "Hoah chi; sonic flash; deadly ray and hell's inferno."

HEAD-TO-HEAD

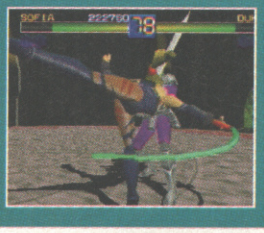
VIRTUA FIGHTER

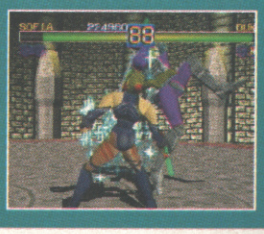
We don't want to do down Virtua Fighter, which is a very fine game indeed, but for playability and graphics, Toshinden has a noticeably sharper edge. It is a little unfair to compare the two, but we thought we should anyway. However, although Toshinden is the better game, remember that Virtua Fighter was a bit of a rush job and Virtua Fighter 2 is on the way later this year...

In the meantime, you can see why Toshinden made number three in the Japanese console chart. Still, things could well even out by the time the machines are launched over here.

GRAPHICS	96
SOUND	94
PLAYABILITY	95
VALUE	89

OVERALL **94**





Toshinden's sound effects don't quite give the same feeling of two people clubbing each other senseless that you get in Virtua Fighter.

VERDICT

PLAYSTATION

Quite simply this is the best fighting game ever to grace the CVG games room. Obviously the graphics are a major influencing factor, but it also plays exceptionally well. Much of this is down to the 3D graphics which, unlike Virtua Fighter, really do add a new dimension to the gameplay. It's a far more action orientated game, with plenty of special moves and Samurai Shodown-style sword slashes. It is a little easy though, and expert gamesters will probably be most at home in very-hard mode. Cor, technology eh?

MARK PATTERSON

GRAPHICS	97
SOUND	93
PLAYABILITY	95
VALUE	90

OVERALL **96**

TEAM VERDICT

GARY LORD

If Virtua Fighter was a Ford Escort it would be your basic model compared to the Toshinden special edition with all the extras: powered steering, sunroof, special moves and big swords.

RADDINGTON

If Virtua Fighter was a pasty it'd be a half-filled cheese 'n' onion effort compared to Toshinden's brunch pasty with bacon, egg and tomato. Probably the best beat-'em-up ever. And big swords.

WORK IN PROGRESS

PC CD-ROM

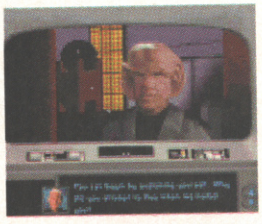
£Unconfirmed
Action adventure
MicroProse

Programmed by Spectrum Holobyte ■ Initiated autumn '93 ■ 95% complete ■ 3DO version planned ■ May be released on other CD formats ■ Estimated UK release March

STAR TREK:

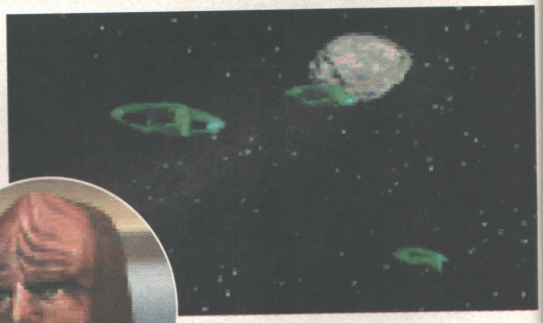
THE NEXT GENERATION 'A FINAL UNITY'

After being retired from whizzing round the galaxy being nice to people, the crew of the Enterprise finally arrive on PC to spread their own brand of peace, love and phaser bolts to the gaming fraternity.



With two successful Star Trek adventures already to its credit, as well as a proven cast-iron reputation for producing quality software, Spectrum Holobyte has pulled out all the stops to make this one of its most ambitious projects yet.

Not only is licensing one of Paramount's most successful syndicated series of the last 10 years likely to make your bank manager's eyes water, but then there's the task of producing a game accessible enough for casual trekkers and detailed enough for die-hard galactic spanners. The kind of fan who can tell you everything from the stardate of the Borg episodes to the name of Captain Picard's fish.



◀ *This is your boss. He has a better uniform than you.*

All the signs are positive. A combination of digitised footage, rendered characters, voice-overs from the cast, 3D combat and point-'n'-click adventuring has produced a game which, on the surface at least, has so much polish it's positively blinding. The real area of concern for any Trekkie has to be the quality of the storylines, though. And the good news there is that almost everything from the plot to the dialogue has been approved by the series' producers.

From what we've seen this could well be the adventure game of the year. The game's producers have made full use of all the material the licence gives them and combined it with some really original ideas. Could well be destined for the computer equivalent of the series' success.

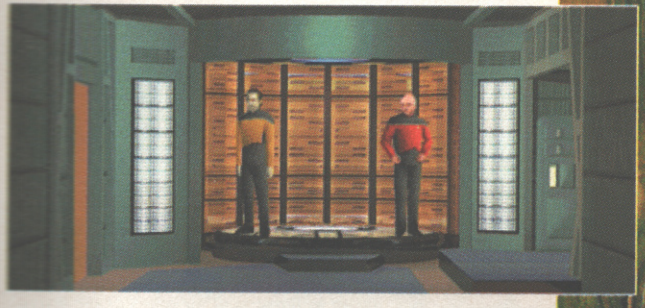
● GAME BY SPECTRUM HOLOBYTE ● CONTACT MICROPROSE (01666 504326) FOR INFORMATION

ENTERPRISING EXTRAS

One of the things that impressed us most about this preview version was the sheer number of different elements the finished game will have. There's the tactical battle mode, point-and-click adventure sections as well as conversations with the various species which inhabit the Star Trek galaxy.

▼ *Star Trek: TNG is loaded with excellent cut-scenes which run in 64,000 colour mode.*

▼ *Hey, who needs actors when you've got Silicon Graphics? Well, it's almost as good.*



▲ *Groovy head-gear alien bloke. Don't take the mick out of him though, you need his help.*

3DO BACK ON COURSE

The 3DO version, which has been due to arrive for quite a while now, should be appearing in the next few months. The game will follow a similar format to the PC CD-ROM version, but has a totally different storyline.

▲ *Aieee! Romulans, raise shields and stuff.*

The Enterprise crew were at a loss when the telly went on the blink. ▶

the new machines

- SATURN
- Sega
- Out April

SEGA SATURN

Next Generation lepidopterists (Butterfly fans - Ed.) have cause for excitement...

mystery mansion

Otherwise known under the more cumbersome title of Mansion of Hidden Souls, this first-person perspective adventure was first released on the Mega-CD in the middle of last year. It made something of an impact thanks to the superlative graphics and herds of digitised speech. The rather intriguing plot, about a house which appears on Earth once every hundred years and turns anyone entering its doors into butterfiles for the rest of eternity, also attracted the curiosity and subsequent interest of a large number of players.

The programmers, sadly, were a little predictable, and once you'd worked out their sense of reasoning the game itself was a little easy. Now, however, it's been completely updated, revamped and extended for play on the Saturn. The Mansion itself is an awful lot bigger than the bungalow-esque Mega-CD version, with a large number of extra rooms and characters. Consequently there are loads more puzzles and apparently the overall difficulty level has been tweaked in an upwardly mobile direction. Whether this redresses the longevity balance remains to be seen, however. Once we get our hands on the finished version we promise you'll be the first to know if it fulfills its potential.

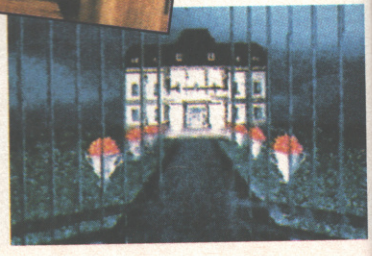
◀ *Each room is beautifully rendered to accentuate the personality of the inhabitant.*

Blimey, the wonders of modern technology, eh? ▼

◀ *Each room contains four or five puzzles linked to those in other areas of the house.*

▲ *Light sourcing and texture mapping are put to excellent use here.*

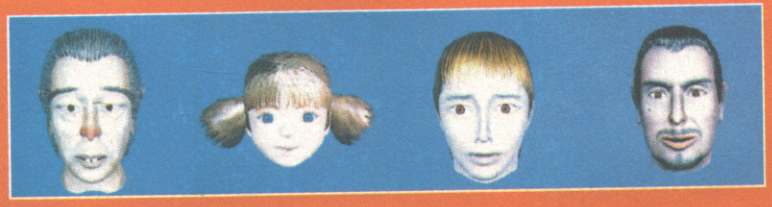
▲ *The cheesecloth-vision of the Mega-CD version is, thankfully, not present.*



"Whoood live in a hise like thiis?" ▶

LOVE IS LIKE A BUTTERFLY

In the Mega-CD original, the non-player characters in the game were represented by glowing blue butterflies. The Saturn, however, has the capability to render some rather more impressive sequences, and so the lost souls you meet are now nicely rounded ghost-style floating heads. As a result it's much easier to gauge what kind of person you're talking to (ie – if they look a bit shifty you should watch your back when they ask a favour of you).



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88% C+VG "Brutal offers a good challenge, varied tactics and variable speeds incorporated in the levels – the fastest of which puts almost every other beat-em up to shame."

88% MEGATECH "Brutal is a breath of fresh air. A really humorous, entertaining, playable and graphically superb product."

GAMETEK

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WORK IN PROGRESS

■ 32X

■ £Unconfirmed
■ Platform
■ Sega

■ Programmed by Sega ■ Initiated January 1994 ■ 70% complete ■ No other versions planned ■ No other versions available ■ Estimated release July 1995

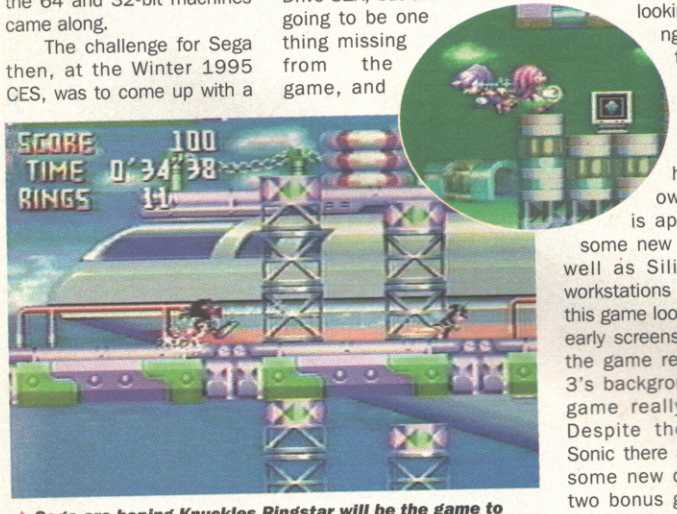
The 32X has had a bit of a mixed reaction from both gamers and the gaming press, so can a game of Sonic dimensions lift its profile...

The biggest game to come out of the CES show in the States last summer was undoubtedly Donkey Kong Country; demonstrating that the SNES still had a lot to prove before the 64 and 32-bit machines came along.

The challenge for Sega then, at the Winter 1995 CES, was to come up with a Donkey Kong beater, and of course what better game character to pick than the hedgehog that launched millions of Mega Drives.

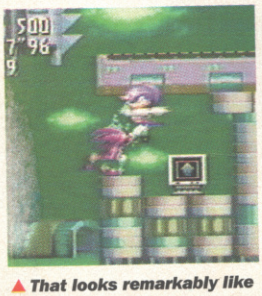
Knuckles Ringstar is the Sonic game that Sega is working on for its new Mega Drive 32X, but there's going to be one thing missing from the game, and that's Sonic himself. Fear not though, because Knuckles is going to be the central character and the game is going to be reminiscent of the Sonic genre of titles.

After the lacklustre Cosmic Carnage and Afterburner Sega needs a title of Sonic proportions to lift the profile of the 32X, and Knuckles Ringstar is looking very promising. It looks full to the brim with all the kind of platforming tricks that the Sonic series has been renowned for. Sega is apparently using some new technology, as well as Silicon Graphics workstations to reallly make this game look knockout. The early screenshots show that the game resembles Sonic 3's backgrounds, and this game really does move. Despite the absence of Sonic there are going to be some new characters and two bonus games. Read it here as it happens.



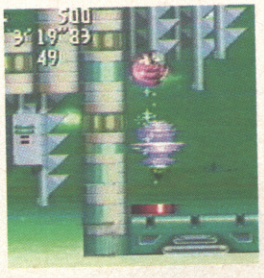
▲ Sega are hoping Knuckles Ringstar will be the game to kick-start the 32X in a big way. But will it? Won't it? Is Knuckles destined for stardom or Alex Kidd-esque obscurity? Read on, mystery fans, in a future excting issue of CVG.

KNUCKLES

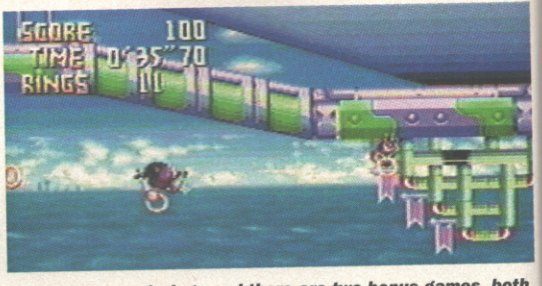


▲ That looks remarkably like a power-up monitor to me.

Watch out for those crocodile tears ▼



▲ Ringstar is a case of follow me leader.



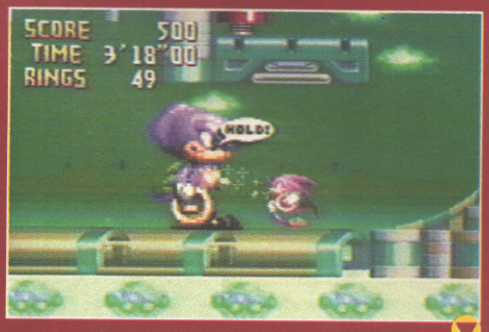
▲ Collect enough rings and there are two bonus games, both are based on falling through a multicoloured polygon tube.

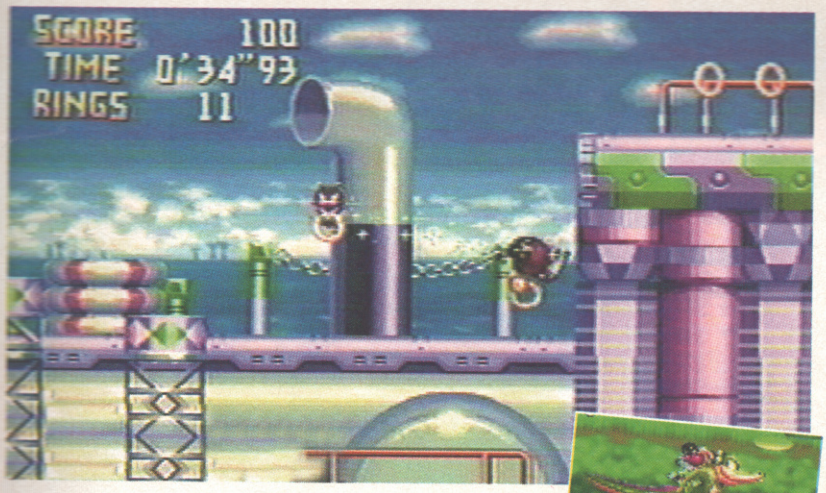
● GAME BY SEGA CONTACT SEGA (0171-373 3000) FOR INFORMATION

RINGSTAR

TWO TO TANGO

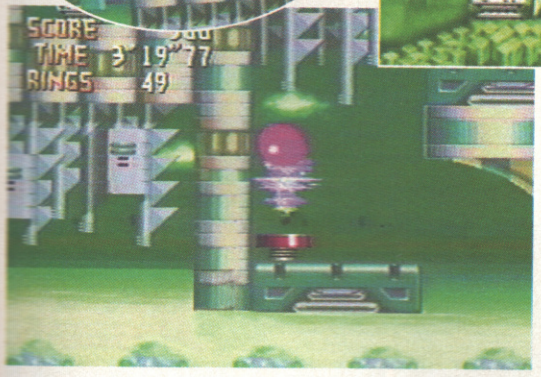
The new 32X Sonic-style title is currently undergoing some rigorous playtesting. In RIngstar you will be able to control two charcters at once, who will be linked, probably by a cord; so you will be able to catapult and roll both charcters through the platforms.





▲ Vector the Crocodile heads for the handbag factory. Ha ha – not really! Ho.

▲ And you thought Sonic 3 was a sight for sore eyes, with the 32X's superior processing powers Knuckles Ringstar should be heavily laden with detail.



▲ Vector the Crocodile is one of the new characters, but we're not sure whether he's friend or foe yet.

▲ There's going to be some 3D effects, enabling Knuckles to almost leap out of the screen at you.

Blimey, this issue is so absolutely packed to bursting with good stuff we nearly didn't have room to include these late entries. Luckily, we did.

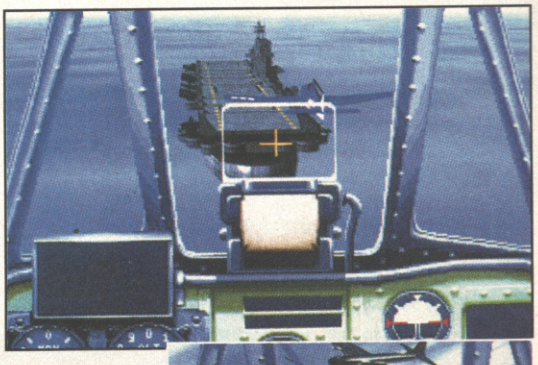
mystery plane

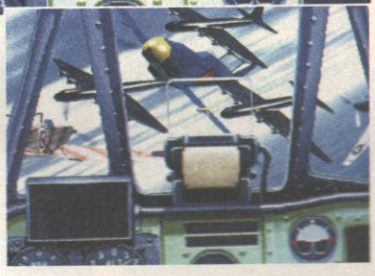
■ SATURN
■ Sega

SEGA SATURN

the new machines

One of the most exciting-looking games currently in development for the Saturn has to be this astounding first-person shoot-'em up. You take control of one of four planes, each a hybrid of World War 2 but with a futuristic weirdness, and use it to crush squadrons of enemy fighters. It looks like a barrel of laughs, especially noting the sheer number of enemy planes the Saturn can put on screen at the same time! Hopefully we should have a lot more on this next month.





virtual

the new machines

■ SATURN
■ Sega

SEGA SATURN

Causing a bit of a stir in Japan at the moment is the Saturn instalment of the famous (in Japan) role-playing series. The graphics, at the very least, already look splendind, despite the fact the game is less than half-finished. We managed to get hold of a whole gaggle of shots, which you are free to peruse here. Sadly, that's about all we know as yet, but we're assured it will mix role-playing, puzzle-solving and action in hefty measures.

Doesn't this look nice, eh? Imagine controlling that big character. What fun.

toughman contest

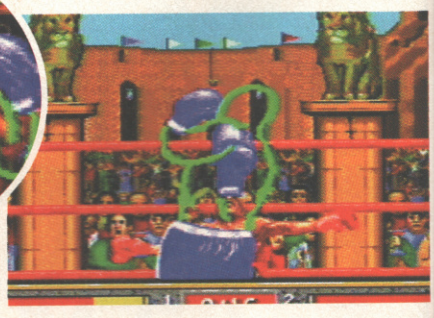
■ MEGA DRIVE
■ EA

In the red corner, weighing in at thiiiirty-twooo meeeg hiiit's-a.... Toughman Contest from EAAAAAA! This title may ring a bell with some people, as it's licensed form a real-life American amateur boxing competition in which any Johnny Hard can have a go at winning some big cash by having their brains beaten out by a nine-foot ex-con

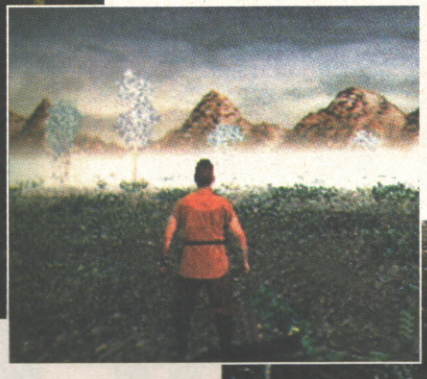
. The game adopts the not-quite-familiar see-through boxer format and gives you the choice of over forty combatants, each with their own special moves along with all the usual ducks, dives, wheels, deals and thumps.

Being a rather massive 32 of your English Megs in size you'd expect Toughman to have some rather lovely graphics, and indeed it has – from the giant participants themselves to some supremely detailed animated backgrounds. But despite the lovely looks, the violence, the gore, the pain, we all know it's playability that counts. Well we'd love to tell you about that, except we don't know yet because it isn't finished. So until we review it next issue here's some screenshots for you to salivate over.

▲ *On me head son.*



▲ *I say, off you go little Hydlide man – it's an early shower for you. I'm afraid.*



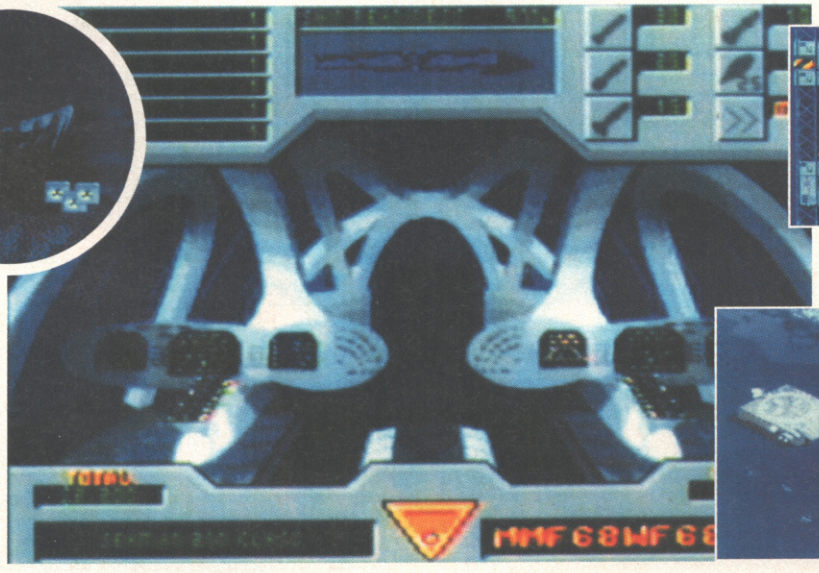
▲ *Ooh hoo hoo, chase me! Go on dad, chase me! Dad! Go on! Please.*

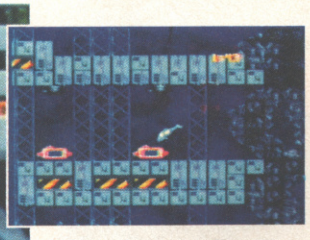
hydlide

MEGA DRIVE
THQ

seaquest dsv

If your idea of a happening Sunday is sitting down watching a talking dolphin lead some kids to safety, you're probably missing the Adventures of Flipper the Dolphin pretty badly. Still, THQ is about to make up for this sabbath undersea-mammalian deficit with its conversion of the hit TV show SeaQuest DSV (which also featured a talking dolphin). The player takes command of the titular submarine and a number of smaller craft within it to accomplish any number of water-logged missions. There's a review coming soon, so don't do anything until you've read it. ANYTHING, you hear me?





▲ *Shoot-'em-up underwater action ahoy.*

Dumb happens.

JIM CARREY JEFF DANIELS

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WORK IN PROGRESS

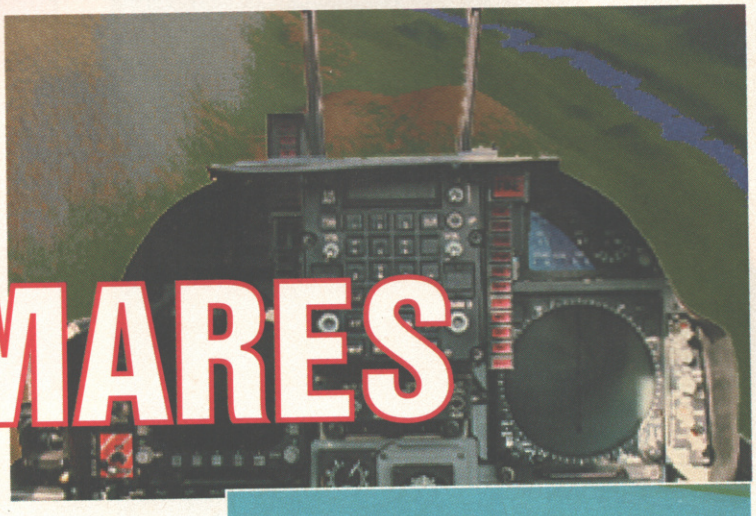
3DO

■ £39.99
■ Flight sim and shoot-'em-up ■ Domark

■ Programmed by Lifelike Productions ■ Initiated July '94 ■ 80% complete ■ PC-CD and Mac versions available ■ Mega-CD version planned ■ Estimated release April '95

Right, grab your flight jacket because your off on a nightmare of a journey in Domark's Harrier jumping jet...

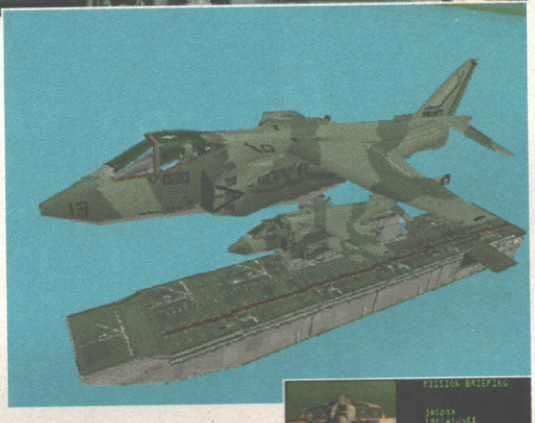
3D FLYING NIGHTMARES



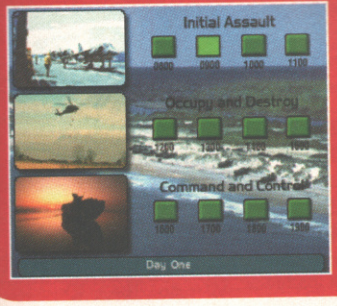
Now, as far as combat aircraft are concerned, there's nowt cooler than the Harrier jump jet. Sod messing around with two miles of bloody tarmac to get yourself airborne; oh no, one minute you're sat in your plane zero metres above sea level, next you're sky-high courtesy of vertical take off. And from one piece of modern technology, the Harrier, to another, the 3DO, which Domark has earmarked for, coincidentally, a tactical flight sim based on the former.

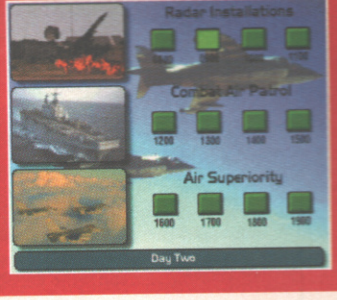
Flying Nightmares hopes to combine the realism and technical excellence of a flight simulation, but with shoot-'em-up elements and a strategy war game that would challenge any wannabe pilot, or 3DO player for that matter. Making the most of the 3DO's FMV capabilities there will be plenty of live action video sequences to keep you entertained and to add to that realistic Top Gun-type experience. There will be over 100 vehicles, enemy aircraft and installations for you to vent your Harrier's armoury at, and with a rock soundtrack featuring Mike Edwards of Jesus Jones we can't wait for take off.

The biggest challenge will be the 3DO's joypad. ▶



THREE DAYS IN THE LIFE





▲ *The nerve centre.*

▲ *You're more prone to a near hit on low level flying.*

▼ *The PC version of the game was called AV8B Harrier, but this version will have loads of FMV.*

▲ *There will be plenty of digitised explosions in the 3DO version.*

▼ *Training is always a good idea.*

▲ *Don't you find with formation flying there's always a row over who's on top and who's underneath?*

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WORK IN PROGRESS

■ PC CD-ROM/FLOPPY

■ £34.99
■ Shoot-'em-up
■ Gremlin

■ Programmed by Electronic Arts ■ Initiated November '95 ■ 90% complete ■ No other versions planned ■ Mega Drive, Amiga and SNES versions available ■ Estimated release late Feb

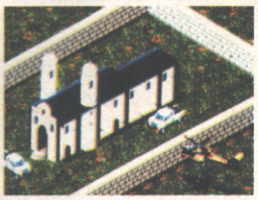
JUNGLE STRIKE

Cor blimey, strike a light, if that ain't Gremlin putting together a PC version of the helicopter shoot-'em-up, I'll go to the top of my stairs...

Judging by the result of the war America wants to forget (that's Vietnam, just in case we've got any absent-minded Americans reading), one would have thought that helicopters weren't that good in the jungle. You see, much of 'Nam was fought in the jungle, and it was the war that brought the 'copter to the fore as a combat flying machine. But it wasn't the helicopter that lost the Yanks the war, if you want to know go and watch a few Coppolla and Oliver Stone movies. Anyway, as I was saying jungles and helicopters, the two main ingredients of Gremlin's new PC shoot-'em-up.

The Strike series of games have been, to coin a phrase, 'phenomenally successful'. They started life on the Mega Drive, but Gremlin has overhauled the graphics and included 15 minutes of high quality FMV, especially filmed for this version. There's also a brand spanking new campaign that's exclusive to this version. Jungle is the second of the 3D, isometric shoot-'em-ups. The key to Strike games is the control method of the Commanche attack 'copter, and not wasting too many of your Hellfire missiles. Well that's what I find to be the trick, but we'll be letting you know any others, and whether this version is any cop, next issue, don't touch that dial, as they say (on the radio that is).

▲ Obviously a Radio One DJ en route to work.

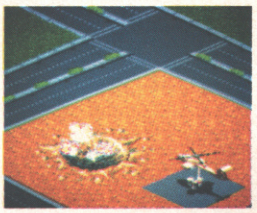


▲ "I'm lost, is this Urban Strike on Mega Drive?"

▲ There are nine missions and three different craft to control.

◀ Various locations: snow, mountains and this one... river.

There are five co-pilots to choose from, so there are five other peeps you can blame for your mistakes. ▶



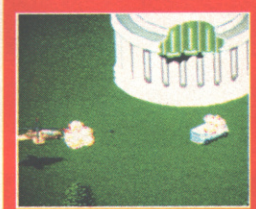
▲ General Kilbaba (desert madman) may be dead but now you have his mad son to contend with. Obviously it's hereditary madness.

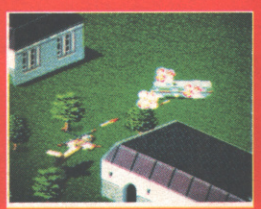
▲ When on a beach holiday don't take a hut with raised legs.

Fire a Hellcat at the corner of Madison and 44th . ▶

THERE WILL BE NO WHITEWASH AT THE WHITEHOUSE

One of your missions, the first one in fact, is to escort the president (Mr President as he's known) to the Whitehouse. Prior to this there are little sub missions, which involve you knocking out various enemy bases of Carlos Ortega (drugs baron) who has teamed up with Kilbaba the Younger (desert madman) to launch an attack on the US. And watch out for that sniper, otherwise it's JFK time again.





● ORIGINAL GAME BY ELECTRONIC ARTS ● CONTACT GREMLIN (01742 753423) FOR INFORMATION

WORK IN PROGRESS

■ MEGA DRIVE

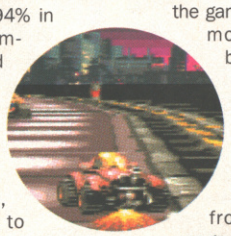
■ £Unconfirmed
■ Racing
■ Ubisoft

■ Programmed by Harris Bernardez ■ Initiated August 1994 ■ 80% complete ■ Mega Drive 32X, Saturn and PlayStation versions planned ■ SNES version available ■ Estimated release April 1995

STREET RACER

What do you get when you cross Street Fighter with Mario Kart and WWF? The sordid fantasies of a high-security lunatic? Well perhaps, but you also get what could be one of the hottest Mega Drive games of the year.

We touted SNES Street Racer as the next Mario Kart in November, giving it 94% in the process. Combining fast-paced racing, four-player action and combat, it surpassed even the illustrious Mario Kart itself. Well, now it's coming to the Megadrive and it looks like being every bit as good as the original.

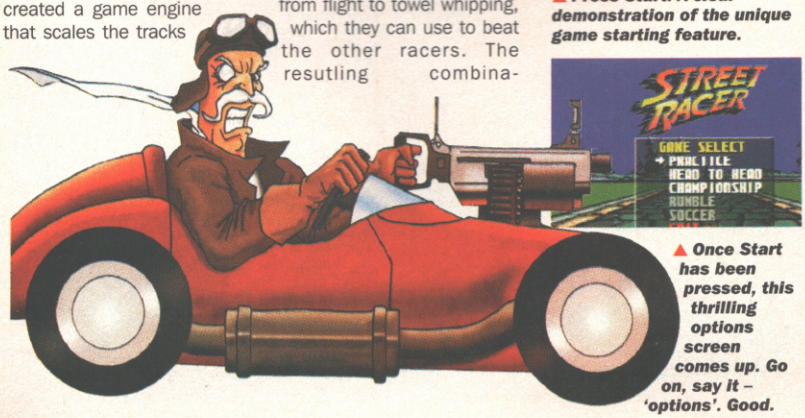


Of course, the Mega Drive doesn't have Mode 7 capabilities. However, programming team Vivid Image (who were also behind the Super NES version) has created a game engine that scales the tracks in a fashion not unlike Mode 7. The result is unlike anything seen on the Mega Drive, more so when you see the game in four-player mode. Which brings us neatly back to what Street Racer is all about – multiplayer racing!

Choosing from a bizarre range of drivers that include Frank-enstein and a sumo wrestler, up to four players can race simultaneously on one of the 24 different tracks, taking them from Transylvania to future Tokyo. Each racer has a range of bizarre individual abilites from flight to towel whipping, which they can use to beat the other racers. The resutling combination of racing and fighting, which made the Super NES version so enjoyable, looks like the recipe for success on the Mega Drive too.

At the moment, Street Racer is around 80% complete. However, this looks like it could well be one of the first hot Mega Drive games to surface in 1995. We should have the full review for you in next month's issue.

▲ *Press Start. A clear demonstration of the unique game starting feature.*



▲ *Once Start has been pressed, this thrilling options screen comes up. Go on, say it – 'options'. Good.*

◀ *Each character has three different tracks to their name. For the non-mathematically minded among you, this makes 24 tracks in total. There are, however, a few secret courses in there.*

Four different players at the same time. Imagine that! Well you don't have to imagine it. Just look at that screen. ▶

◀ *It may look like an ordinary enough track, but just wait till you see it move. Well, you don't have to wait.*

Each car has its own unique abilities. Here's a shot of the cars using none of them. It has been known to happen. ▶

◀ *The futuristic Tokyo track. Skilled drivers will find they have the advantage using Sumo San on this course. Unskilled drivers won't.*

Four player mayhem! It all looks very confusing, but it isn't. Unless you try steering all the cars yourself. ▶

CAR BOOT!

Street Racer has a couple of extra games, namely Soccer and Rumble. Soccer allows two teams of drivers to play football. Sort of like car polo, really. Rumble, on the other hand, is a take on the infamous WWF Royal Rumble, with all the cars bundling into a ring with the aim of bashing all the other cars out. The remaining car being the winner. Don't try this one in the garage, kids.

● ORIGINAL GAME BY MEV DINC ● CONTACT VIVID IMAGE LTD (0181-422 8976) FOR INFORMATION

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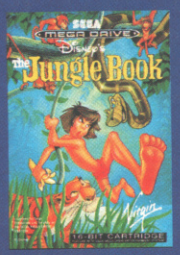

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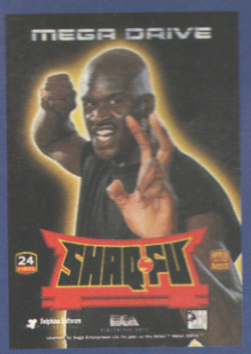

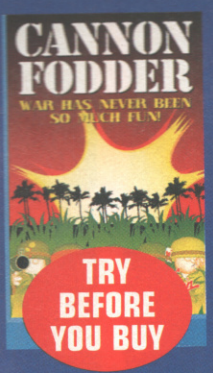

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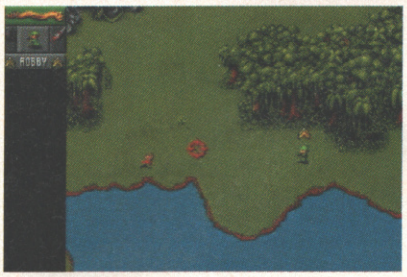
BLOCKBUSTER VIDEO®

WORK IN PROGRESS

■ 3DO

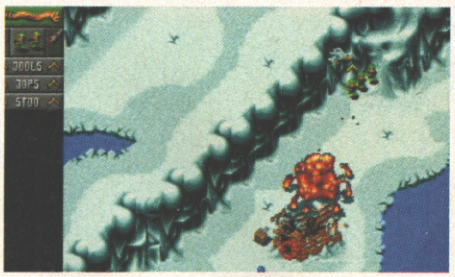
■ £44.99
■ Shoot-'em-up
■ Virgin

■ Programmed by Sensible Software ■ Initiated Sept 1994 ■ 90% complete ■ No other versions planned ■ Amiga, CD32, PC, CD-ROM, Mega Drive and SNES versions available ■ Estimated release March 1995



◀ Not all the soldiers die straight away, some of them lie around bleeding and screaming. It's a good idea to finish them off because their screams can attract the attention of more enemy soldiers. The sound FX here are superior to the Amiga version.

Like the Mega Drive version ▶ grenades can be activated by holding down the B button and pressing A quickly.



CANNON FODDER

Back to bite the bullet once more are Sensible Software's Cannon Fodder crew, lock-and-load boys...

Virgin is putting its considerable might behind the 3DO at present, and Cannon Fodder looks set to be the best of its initial batch of titles.

First released to great acclaim on the Amiga at the tail end 1993, Cannon Fodder takes the familiar titchy sprites made famous in Mega-Lo-Mania (and just about every other Sensi title released over the last few years come to think of it) and dumps them in a multitude of increasingly dangerous battleground scenarios.

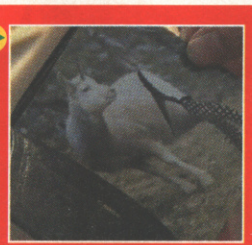
Initially armed with just rifles, grenades and bazookas can be picked up during many of the missions and a number of vehicles such as skidoos, jeeps and tanks must be utilised for success in later levels. Each soldier's rank increases for every mission completed and this rewards the little guys with better rifle and grenade accuracy.

Mission briefs are simple, the aim is either to annihilate all enemy soldiers or just their buildings. Cannon Fodder isn't just an all-out blast though, tactics are required to get through some levels and for this reason the troops can be split up into separate units to tackle enemy troops from different directions.

The 3DO version will feature all the Silicon Graphics cut scenes and intro featured in the PC CD–ROM version, as well as the promotional pop video that accompanied the release of the spectacularly unsuccessful Cannon Fodder single.

POPTASTIC!

The 3DO version of Cannon Fodder also features the full length promo video for the title theme. Unlike the CD32 version it doesn't require an FMV cart to run, just a sense of humour to admire how appalling and tasteless it is!



SMOOTH INTRO

The amusing intro featured in the PC CD–ROM version is here and runs more smoothly. It introduces some of the stars of the game and the 'mishaps' they encounter.

Quicksand will provide just as much trouble as in previous versions. It's quite easy to guide the soldiers into the old sucky sucky while concentrating on blasting at enemies. ▶

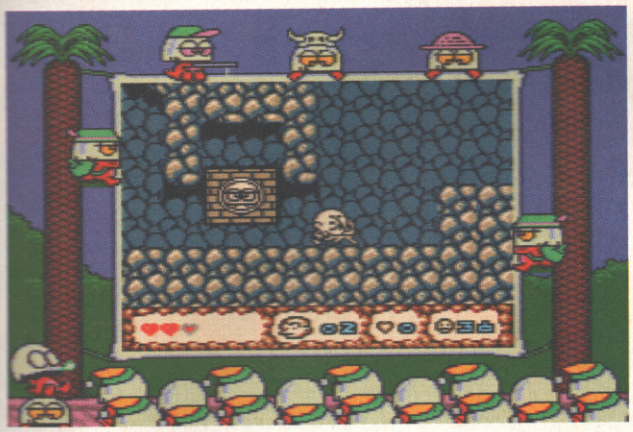
▲ Unusually the control system is very responsive on the 3DO joypad. It's just like using a mouse and superior to the control featured on the 16-bit versions.

WORK IN PROGRESS

■ GAME BOY

■ £Unconfirmed
■ Platform
■ Virgin

■ Programmed by Hudson Soft ■ Initiated November ■ 99% complete ■ No other versions planned ■ No other versions available ■ Estimated release May '95



◀ Wow, it's Abstract Picasso Head Kid! Like, art, man.

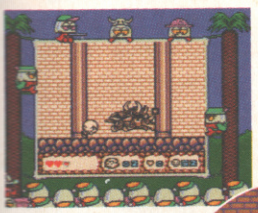
BC KID 2

Coming soon to a prehistoric era near you...

BC Kid has been around for donkey's years now, although he has not always had the same name. His first appearance was on a now-defunct NEC console under the name of PC Kid. Presumably he spent his days referring to old people as 'those of restricted youth', complaining about 'The Word' and covering up piano legs. But now, in his new guise as BC Kid, he's a loin-cloth wearing, head-butting, kebab-eating platform warrior from hell. And here at CVG there's a special place in our collective heart for anyone who eats a whole spit of kebab meat as a power-up. Especially when it changes his whole head into one of three more powerful super-bonces.

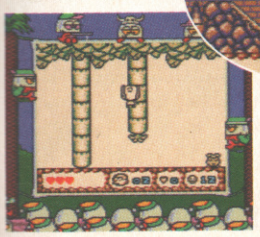
Anyway, this is BC Kid's second outing on the Game Boy, hence the numeric suffix. It sees the little fellow traversing a wide variety of landscapes, from trains to space via underwater levels and the like. Each environment alters the way our hero behaves under your control, so he's got extra huge jumping abilities in space and so forth.

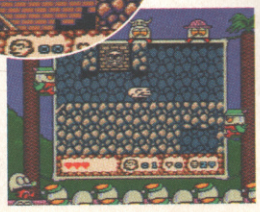
There's all the usual hidden bits and bonus games you'd expect from a modern Game Boy platform title, but with extra headbutts. Hopefully we should have a full review in time for next issue – watch out for this one, you crazy Game Boy heads.



▲ Some of the bosses are pretty darned hard to beat. Like this

▲ My God, Charlie Brown's finally snapped!

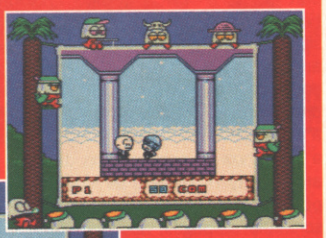




▲ This is the wolf head, which makes yon lad look somewhat like Venom.

STITCH THAT

Find a power flower anywhere in a level and you're transported to a strange head-bashing bonus game. Here you face a Robocop look-a-like equally adept in nutting abilties who has the express intention of knocking you, through use of cranial force, off a number of different platforms. The first person to force the other player to their doom twice is declared the winner. If it's you, you gain an extra life. If it's him, you're mummified in bandages for the rest of the level! Skrelps!



▼ This is the fantastic groovy space level with extra jumping thrills.

● GAME BY HUDSON SOFT ● CONTACT VIRGIN (0181-960 2255) FOR INFORMATION

WORK IN PROGRESS

MEGA DRIVE/SNES

£Unconfirmed
Shoot-'em-up
Acclaim

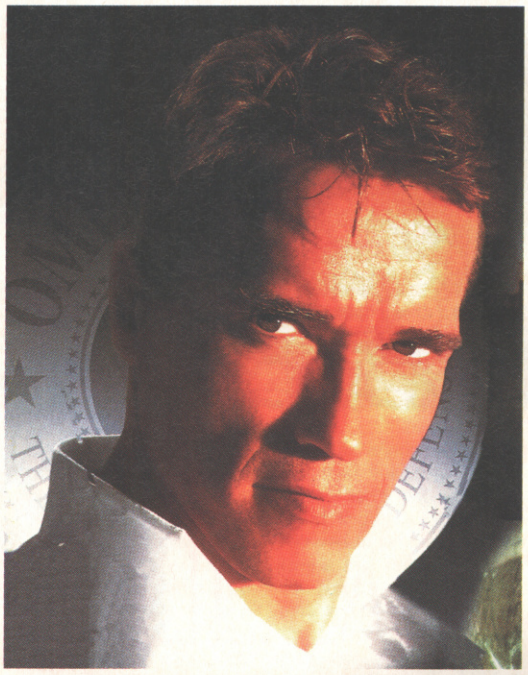
Programmed by Acclaim ■ Initiated April '94
90% complete ■ No other versions available
No other versions planned
Estimated release March '95

TRUE LIES

It's been a long time coming, but finally it looks as though Acclaim's True Lies could finally be hitting the shelves.

One of the biggest films of last year, True Lies, garnered a large following of fans. Anxious not to displease these masses, Acclaim has promised a faithful film-to-game conversion. This means it takes ages to get into, features a host of irritating co-characters and has a boring and over-long (not to mention dubious) wife-harrasing sequence slapped in the middle for no apparent reason.

Ha! Only joshing! While the True Lies game does stick fairly closely to the original story there's a much justified by-pass of the flick's slower sections in favour of an all-out isometric gun-slinging extravaganza. Perhaps unsurprisingly, you play the part of Harry Trask, the man who manages to hide the fact he's a jet-setting global sectret agent from his wife, despite his slightly unfeasible physique and large collection of guns and bombs. Your job is, not putting too fine a point on it, to blow the cockles and mussels out of everyone you see who isn't holding a walking stick or a wine glass. There's a vast show of hardware on display and plenty of targets at which to point it. You have, barring any schedule slippages, approximately one month to prepare yourself. Think you scumbags can you handle that?



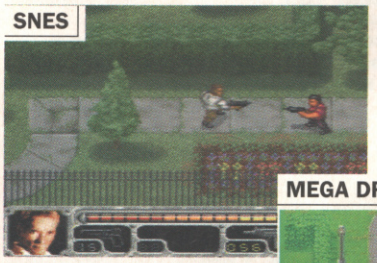
MEGA DRIVE

Die waiter, die! Killing innocent civillians is fun. ▼

SNES

▲ The CVG crew relax with their Sega Lock-On light gun sets. © Cheap Plugs for Toys Inc.

SNES



Shoot them in the head, Harry. It's what they deserve. Dog mess is an offence! ▼

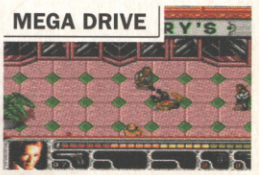
MEGA DRIVE

▲ Of all the weapons on the game, the uzi is uzi-ly the most fun to use. Ha ha.

BOOM BANG-A-BANG

The best bits of True Lies are the spectacular and ludicrously destructive set pieces, of which there are very many. Each of these now has its own level of a video game. Storm a high society party! Escape down a snowy bank chased by machine-gunned men with skis! Shoot up a shopping centre! And destroy the whole world in a nuclear armageddon (sorry for ruining the ending for those of you who haven't seen the film)!

MEGA DRIVE

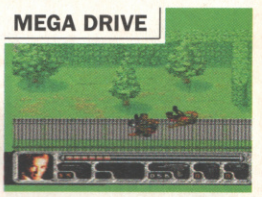


▲ Yes, must dash now dear, I fear I am about to be shot by a rampant Austrian with bulging temples.

SNES

▲ Your stubby pal keeps you up to date with the progress of your mission.

MEGA DRIVE

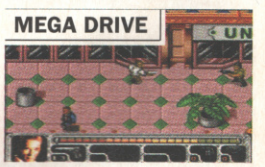


▲ The corpses mount up as our hero takes a pleasant stroll through the leafy green.

SNES

▲ The dive move helps you to avoid enemy fire, and also looks rather natty.

MEGA DRIVE



▲ Hey you freakin' freaker! Those pants you sold me wore through in five minutes! Freak you!-

● GAME BY ACCLAIM ● CONTACT ACCLAIM (0171-344 5000)

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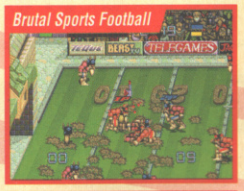

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WORK IN PROGRESS

■ 3DO

■ £Unconfirmed
■ Shoot-'em-up
■ Synergy Inc

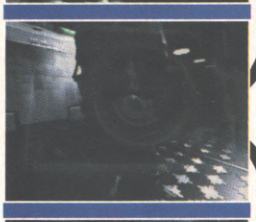
■ Programmed by Synergy Inc ■ Initiated October '94 ■ 70% complete ■ No other versions planned ■ No other versions available ■ Estimated release March

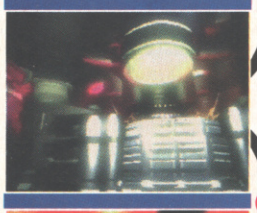
IRON ANGEL OF THE APOCALYPSE

Three things: one the name of this game is bloody long, two it sounds pretty ominous, and three it's rather like Doom...

HOW PRETTY

Iron Angel of the Apocalypse features one of the better FMV intros we've seen. Although the quality of footage isn't totally outstanding the plot is fairly original and it's all presented in a highly impressive manner, using any number of Hollywood-worthy cuts and fades. Here's some of it, just for you.

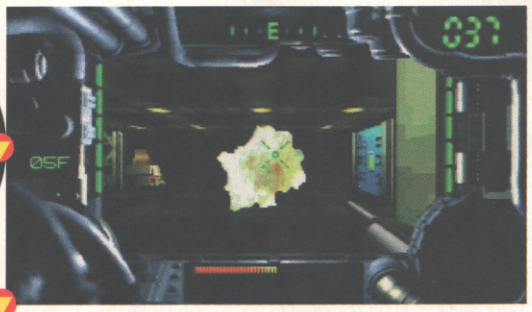




You can tell when you've got a genuine mad scientist on your hands because they insist on giving their projects outrageously convoluted monikers. Where your average sane scientist would have christened the first product of his cybernetics project Robot 01 or Andy the Android, the sinister boffin of this latest 3DO shooter lumbered his unfortunate Frankenstein's mechanoid with the rather long title: Iron Angel of the Apocalypse. It's a bit presumptuous of him as well, because he's not even sure if it works properly.

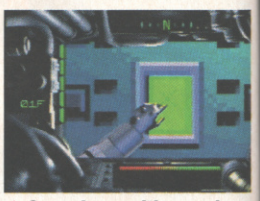
Oh no, it's an evil robot metronome with a gun – and he doesn't look too happy about something. ▼

This, predictably, is where you come in, playing the part of old Angelcakes himself, with a brief to crush, kill and destroy in the name of science. Basically, it's something of a Doom clone with robot graphics and no gore. The version we played, which was about 70% complete, was a mite tardy with the update and game speed, but this should all apparently be rectified by the time the game proper hits the shelves, along with the addition of more weapons, enemies and so on. Despite the mass of extra work underway, the early demo was still quite good fun, so we're looking forward to seeing how Iron Angel of the Apocalypse finally shapes up. Hope they keep the full title.

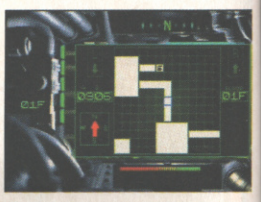


◀ *Another evil guardian robot meets its demise at the hands of your bad self.*

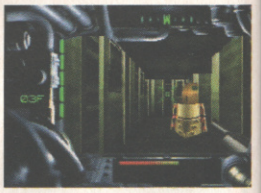
▲ *This is your inventor. He's a bit of a cyber-fruitcake.*



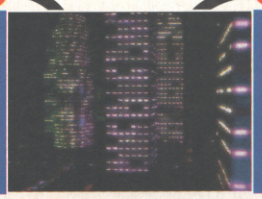
▲ *Open doors with ease by using your hands.*



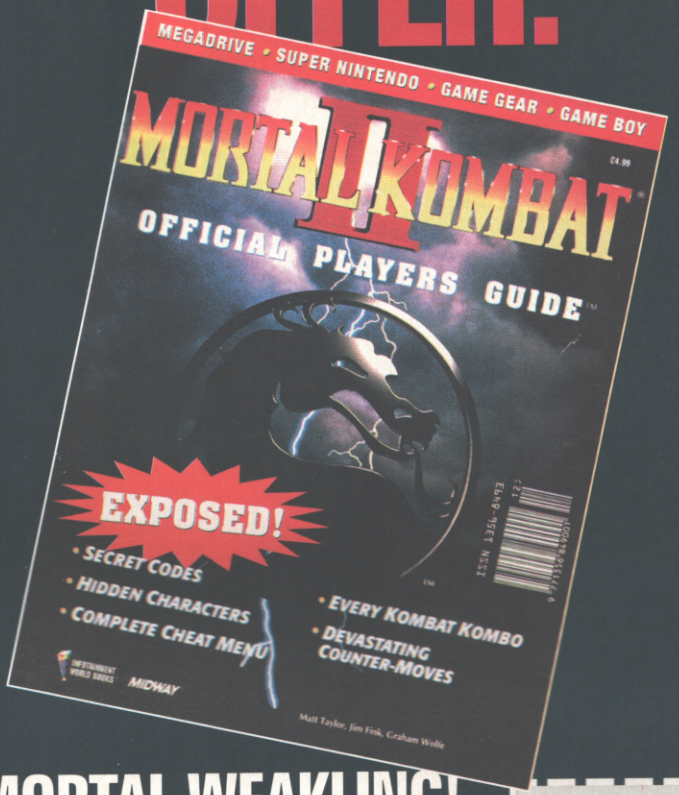
▲ *The map screen in all its glory. Find your location!*



▲ *Kill... kill the robot test-your-weight machine!*



AN UNBEATABLE OFFER.



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WORK IN PROGRESS

■ PC

■ £Unconfirmed
■ Flight Sim
■ Virgin

■ Programmed by Looking Glass ■ Initiated Early '94 ■ 80% complete ■ No other versions planned ■ No other versions available ■ Estimated release March

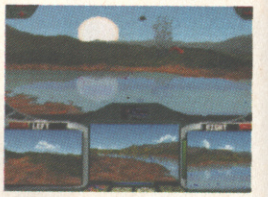
FLIGHT UNLIMITED

Budding pilots are advised to invest in a VR headset and start saving for this...

Normally, we'd like to open a preview with a bit of banter. You know, set the scene, have a few laughs, 'bond' with you, our delectable readers. Man. But some games don't give you the opportunity to do this. Flight Unlimited is one such game. Now we can't promise anything, because the version we have is only about 30% complete, but just from what we've seen so far we're predicting that this is going to be very special indeed. Like, Doom-type special. Possibly the best game of the year, and almost certainly the most impressive. Just have a look at those screenshots. Blimmin' flip, they're absolutely gorgeous. Photorealistic is the word that springs to mind.

And this doesn't appear to be just a pretty face – new programming techniques mean the five planes featured in the title handle almost exactly as their real-life counterparts would, under any conditions you could care to mention.

Once you've got the hang of the basics there are numerous stunts and race courses to negotiate, with your performance assessed by a (supposedly) real aerobatics instructor at the end. Hopefully, we should have a finished version in the next issue (Virgin is keeping the more advanced test versions they have closely under wraps at the moment). If so you can expect to see about ten million pages of coverage.



◀ *Call us sad but we could spend hours in the toilet with these pics. And we have.*

Just imagine if you had to pilot your 'plane through Hell blasting demons, it'd be the perfectest game ever. ▶

Gor blimey guv'nor – look at them ace graphics! ▶

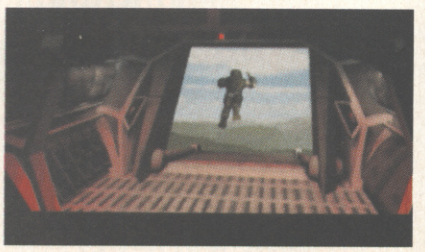
They go updidy, up, up and downdidy, down, down. ▶

▲ *Stereoscoping, texture-mapping, fluid dynamics modelling, every ace graphical technique is living in front of you.*

FLY, FLY YOU FOOLS

Cecelia Aragon, a top aerobatics pilot, was an invaluable aide to the programming crew during the production of Flight Unlimited. Along with her advice and experience, she also lends her voice to the course of flying lessons you're required to take before you can start on the stunt courses. Just think, within weeks you could be flying commercial aircraft, having learnt everything you know from a PC game! On second thoughts, perhaps not.

◀ *What's the betting this is Pentium recommended when it comes out?*



You can ▶ *change between loads of different views and everything as well.*

● GAME BY LOOKING GLASS TECHNOLOGIES ● CONTACT VIRGIN (0181-960 2255) FOR INFORMATION

WORK IN PROGRESS
■ MACINTOSH

■ £Unconfirmed
■ Shoot-'em-up/Strategy
■ Acclaim/Digital Pictures

■ Programmed by Digital Pictures ■ Initiated 1994/early 1992 ■ 90% complete ■ 32X versions planned ■ Mega-CD versions available ■ Estimated release March

CORPSE KILLER

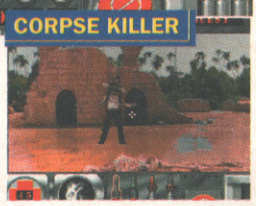
One of the reasons Digital Pictures' FMV shoot-'em-ups haven't been quite as successful as the company would like is probably because most of its releases started life on Mega-CD, with limited colour and dire graphic resolution. Things are going to change, though, providing you're one of the fortunates with a 32X...

If these Mac versions are anything to go on things are going to be much better for Digital Pictures. The games are, essentially, identical to the Mega-CD originals, with Corpse Killer being a shoot-'em-up and Night Trap being a puzzle-cum-strategy adventure. There's no doubting both game's presentation, however playability was a bit of a problem first time around.

What remains to be seen is how much of a difference the improved graphics make. If you already own either of these, you'll probably be best off sticking with them, if you don't then read the review next month to find out whether or not you've got a hot date with a compact disc in the very near future.

Sticky panjammers no problem for Flush-O-Rod! ▶

Wow man, check out those raving zombies! Intense man! ▲



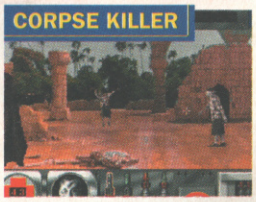
▲ *Hey mate, hic... hey mate can y'shpare ten pensh?*

▼ *This looks like a dangerous situation. Except I can't tell what's going on. Shame.*

▲ *But you KNEW I was coming as Darth Vader!*

▲ *Yes, that's a very nice pinny you've got there. Hmm. Interesting Winnie the Pooh logo. Fascinating peg bag. Can I get up now?*

▲ *These flashing zombies are dead hard to kill.*



▲ *Hey, surf's up, grunge-zombie types!*

NIGHT TRAP

Precursor to the superior sequel Double Switch was Night Trap, which enjoyed a brief period of notoriety in the tabloids. Apparently, shots of underdressed Californian teenagers being harassed by a gang of mutants were unsuitable viewing for children. What a pity nobody told the producers of Saved By the Bell. Anyway, in this title you're given control, via a special sneaky splice, of a number of security booby traps installed by an evil vampire family in their own home. Your job is to save the lives of a group of unsuspecting teens by trapping the wrongdoers in their own contraptions.

CORPSE KILLER

Set on a Caribbean island this first-person perspective shooter has you on a mission to smash the zombie army of an evil mad scientist genius type. You're aided in this noble quest by Winston, a pretend Rasta, and Julie, an unfeasibly attractive war correspondent. Billions of shambling dead people swarm around your jeep as it hurtles through the jungle-esque environment, and your task is simply to kill them all.

NIGHT TRAP

● BOTH GAMES BY DIGITAL PICTURES ● CONTACT ACCLAIM (0171-344 5000) FOR INFORMATION

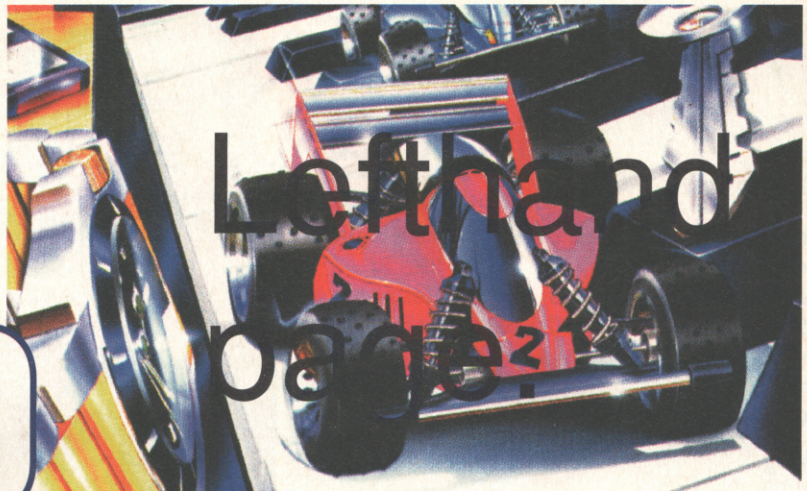
WORK IN PROGRESS

GAME GEAR

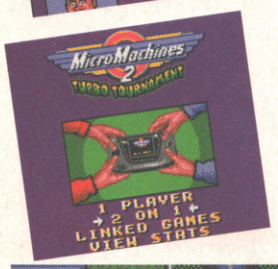
£Unconfirmed
Racing
Codemasters

Programmed in-house Initiated September 1994 70% complete SNES version planned Mega Drive version also available Estimated release March/April 1995

Code-Masters is promising this is going to be as playable as its 16-bit big brother.



MICRO MACHINES 2



No prizes for guessing what this year's best-selling Game Gear title is going to be...

They're tiny, they're teeny, but still larger than Al Paciney – that's those wacky miniature toys they call the Micro Machines. Well known for being both small and replicas of vehicles, the Micro Machines made it big with game players when they starred in their own game courtesy of CodeMasters. Last year's Mega Drive sequel proved equally popular with the cart-buying public and now – hey!, it's on its way over to the Game Gear.

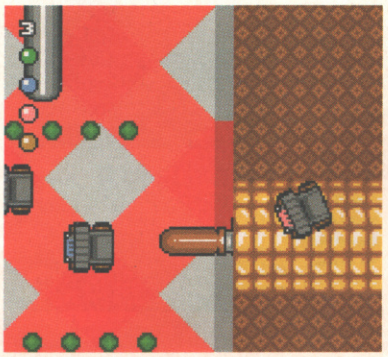
The sequel features updated gameplay, loads more vehicles to race and a host of new backgrounds upon which to race them. Dragsters, dumper trucks, Mini Micro VW Beetles and a whole mess of other perky perambulators make their presence felt. All this plus brand new hazards such as revolving corn cobs, bouncy spider webs and collapsing sand bridges. Set for release in the first quarter of this year, CodeMasters is hoping Micro Machines 2 will repeat the incredible success of its predecessor (number one in the Game Gear charts for ages). If it's anything approaching the quality of the Mega Drive cart this shouldn't be too difficult.

Proof positive that they do make games like they used to.

And it's still two-players on one machine. Yes, watch those fights break out.

Hmm, sun, sand and sh-.

Who knows which bit of the house this is?



Multiplayer gameplay at its best is coming to Game Gear.

GAME BY CODEMASTERS ● FOR MORE INFORMATION CONTACT CODEMASTERS (0926 814132)

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Interplay

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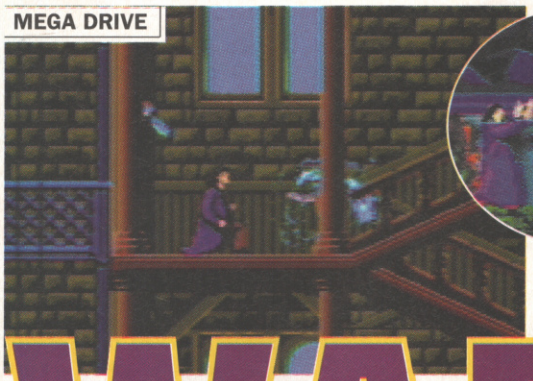
WORK IN PROGRESS
MEGA DRIVE/SNES

£Unconfirmed
Platform
Acclaim

Programmed by LJN Initiated August 1994
75% complete No other versions planned
No other versions available Estimated release date March

MEGA DRIVE



These weeds grab hold of Hero and pull him underground.

The Mega Drive version of Warlock also features puzzle-solving elements.

SNES

WARLOCK

The warlock has a nasty habit of mutating seemingly innocent objects into bad-tempered, violent versions of their former selves.

Remember Warlock? One of the last Eighties-style sentiment-free action movies? Hmm, how about the sequel? Still not there? Well you'd better refresh your memory, 'coz the game's almost here...

SNES

We really wanted to tell you a bit more about the original Warlock movie. We've all seen it, but apart from the fact it stars Julian Sands and has a few decent scenes, we can't remember any more than that. And the only Warlock we could find in our out-of-date Leonard Maltin's Film and TV guide was made in 1959, starred Deforest Kelley, Henry Fonda, Anthony Quinn, got three stars and was a western.

What we do remember is that the Warlock himself was a bit of a git really. In the original flick he gained the power of flight by boiling and drinking the fat of a small boy before trying to raise Satan in a small suburb of Boston. He's still out to destroy the world as we know it, but without the Satanic bits because this is good, clean family fun.

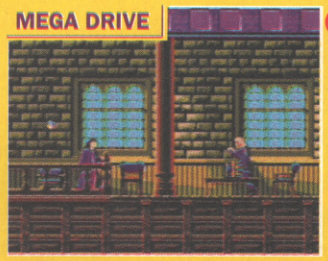
The hero out to stop him is a druid called, appropriately, Hero. He's no match for the Warlock when it comes to magic, but he is the good guy so he's in with at least a fighting chance.

Who knows where Acclaim's penchant for movie licences will end? How about Dark Star, or perhaps the Children's Film Foundation's classic Robin Hood Junior, complete with the be-flared Keith Chegwin. Then again, perhaps not...

MAGIC TEKNO RAVE GLOBE

Hero, being a druid and what-not, obviously partakes in the kind of state-altering substances the shaman and mystics the world over have considered an integral part of the job for the past 5,000 or so years. But what with this being the 20th century he accompanies his magic with one of those teckno hand-jives you often see at raves. This unleashes the magic disco globe which smites any enemies. Just like this...

MEGA DRIVE



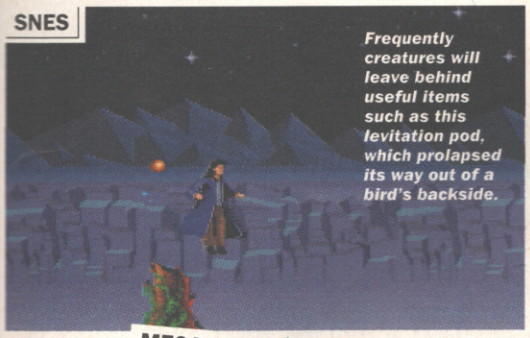
OK, there's a zombie and for some reason you don't want to zap him with your electric bolt. So what do you do?

Look to the heavens, blow your plastic whistle, chuck back a bottle of Lucozade and chant 'Teckno, teckno, teckno' while waving your hands in a strange manner.

But it works! Just watch that Seventies-disco party globe zip across the screen and catch that co-ed zombie a right ding between the eyes.

GAME PROGRAMMED BY LJN • CONTACT ACCLAIM (0171-344 5000) FOR INFORMATION

SNES



Frequently creatures will leave behind useful items such as this levitation pod, which prolapsed its way out of a bird's backside.

MEGA DRIVE

TWO GAMES INTO THE SHOWER?

The two games are progressing along similar lines – like so many licences these days. Most of the differences will be graphical, and it looks as though the SNES version will have a slight edge, but the Mega Drive does have a few gameplay extras.

MEGA DRIVE

SNES

One noticeable feature of the Mega Drive version is its blood – something totally absent from the SNES game.

MEGA DRIVE

SNES

Also on the first level of the Mega Drive version there's a elevator in the college. Having to find it adds a mini puzzle element to Warlock on Sega.

MEGA DRIVE

SNES

Even though these are early versions, the finished product won't deviate much and both games will follow the same plot.

Dog sees tree, dog walks to tree, dog pees on tree; end of story really.

MEGA DRIVE

MEGA DRIVE

And jolly pretty both versions look we think you'll find.

SNES

The Warlock's a bit of a coward really so you can't get your hands on him until the end of the game.

That ghost is as clean as a whistle, it's obviously been washed in Surf Automatic.

MEGA DRIVE

SNES

An energy bolt up the jacksy is the best way to deal with any fast-moving foes.

SNES

That looks remarkably like Batman, are we sure this is Warlock?

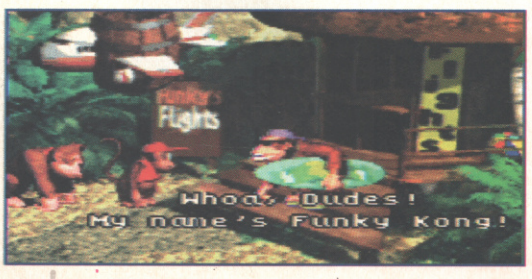
in the bag

Does anyone out there still remember how to write a letter? If so stop e–mailing the universe, dust down that pen and pad and write to us about whatever subject you like, as long as it's about computers and consoles that is. Stick the whole caboodle in an envelope and snail mail it to us at the usual address. And of course you're still welcome to blast your thoughts down the infobahn if you want, it's just we miss tearing open envelopes that's all.

GO AWAY THEN

I think there's little point buying consoles or computers. I mean after around two years they become dated and then another more expensive console replaces it.
MA Khan, Surrey

CVG: Yeh right. If people like you ruled the world we'd still be living in caves and using a horse and carriage to school instead of a bus. It's called progress mate and it's what makes this world such a dynamic and fascinating place to hang out. No one is forced to buy a bigger and better console, they want to, and as long as they do manufacturers will meet that demand. Also games such as Donkey Kong prove that the SNES can still go into new territory: the 16 bits have plenty of life left in them yet, certainly more than two years, so like we have to disagree with you there, Mr Luddite.



LETTER OF THE MONTH SOFTWARE PRIZE WINNER

WRONG SECTION

1 Do you think The Immortal is a forgotten classic?
CVG: We've certainly forgotten about it.
2 Why not manufacture machines and games in Europe so SEGA etc, can keep its prices down. More people would buy games and there would be no import taxes, so profits would not fall. If you answer 'It is not so simple', why not?
CVG: It is not so simple! But seriously how much cheaper do you want hardware to be! Despite being made abroad, at their current prices, Sega and Nintendo sell the SNES and Mega Drive at around £80, making a loss in the process. They make their cash on software. Most software houses manufacture their own chips, they just buy the outer cases from Nintendo or Sega. Nintendo and Sega keep a close eye on this because they charge the software houses a royalty for every cart manufactured, as well as the base cost. It works well so why change it?
3 Is Cosmic Spacehead and Fantastic Dizzy worth £20 on one cart?
CVG: Does a rocking horse plop?
4 I can't find a Jaguar anywhere in Dublin. Is it the same in England? Someone told me there are not enough games to warrant selling them.
CVG: Unfortunately Atari seems to have problems understanding the term 'marketing'. It had the best handheld in the shape of the Lynx and the best home computer in the shape of the Falcon but both flopped severely as Atari put little cash into marketing them. Unless Atari changes its ways in marketing the Jaguar, it's likely to go the same way in the face of massive competition from PlayStation, Saturn, 3DO and Ultra 64.
5 The 32X is going to be a flop, I guarantee it. When this happens in a year's time, remember me.
CVG: There's no way that it's going to as successful as the Mega Drive or Master System, but Sega's marketing millions will ensure it's not a disaster.
6 Saturn and Playstation video recorders? What? They don't have built-in FMV, do they?
CVG: No but they are capable of doing so which is the best excuse our tax-happy government can think of for slapping additional duty on them.
7 What is 'real' time'?
CVG: No time is real. Everything is eternal, it just changes form now and then.
8 The Mega Drive is better than the SNES. Not technically, no. But games wise, upgrade wise and software-support wise (nice phrases – Ed). Games usually come out first on Mega Drive or receive more acclaim. And the sales figures show this. Do you agree?
CVG: Not really. For starters the Mega Drive is technically better than the SNES in some areas. You wouldn't catch a game that scrolls as fast as Sonic on the SNES for instance. The SNES might also see some sort of upgrade option in the near future, either in the shape of the fabled CD drive or a plug-in upgrade 32X style. The fact that the Mega Drive receives more support than the SNES owes more than anything to the high costs of producing SNES software; think how few major SNES developers there are. True, there is probably a better range of Mega Drive software but the the best games like Mario, Donkey Kong and Mario Kart tend to be on the SNES. And while Mega Drive games might come out first, the SNES version is generally better. Titles like Mortal Kombat 2, Super Streetfighter 2 and EA's Sports series spring to mind.
John Foley, Dublin.

***CVG:** Please make sure your correspondence is addressed to the correct section of the magazine, admittedly this one wasn't but we decided to make an exception in this case since John made a number of interesting points that we thought would be more at home in the letters section than Help!*

WRITE TO: IN THE BAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU OR
E-MAILCVG @ amapimag,demon.co.uk... Don't forget to include your phone number and the format(s) of the machine(s) you own.

SOFTWARE PRICE MOANS

I have a Mega Drive and Game Boy and as I have to save up for months and months before I can afford a new game I'm somewhat concerned about the rise and rise of software prices. A Mega Drive game costs between £60–70 in Egypt and my parents won't help me out at all because they think video games are rubbish, and that I should pay more attention to my school work. So all I want to know is why games and games machines are so very expensive? Thank you for your time.

Ahmed Alaa Darwish, Kingdom of Saudi Arabia

CVG: The high cost of console games is due to a number of reasons. Firstly games cost a lot to develop these days. Gone are the days of one-man programming teams, now they are likely to consist of ten or more people. Secondly chips are expensive to manufacture. Thirdly Nintendo and Sega charge the software houses a percentage on every cart that is sold. And you've got to remember that games don't sell as well in some countries as they do in others, so less are imported which puts the price up further. Unfortunately the only thing you can do about it is to see if you can order a game from a UK mail-order company, which might save you a bit of cash.

PC GAMES?

Why is everyone getting so excited about using the PC as a games machine? Let's face it PCs are very crap indeed when it comes to playing games, those analogue joyports are rubbish and are no contender for a decent joypad. With all these new super consoles on the way, I hope the PC as a games machine dies and goes back to doing the serious things it's meant to.

James Vernon, Derby

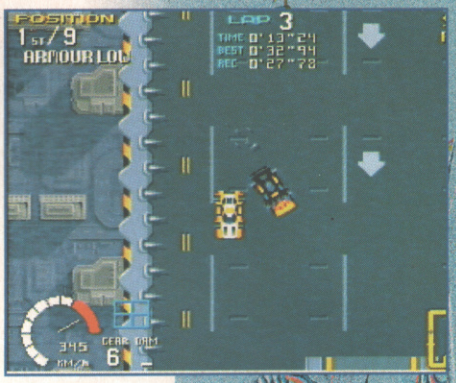
CVG: While the PC isn't yet able to handle arcade games as well as consoles, times are changin'. A number of manufacturers make excellent joypads which are almost as responsive as those found on a console. And let's face it, the PC's sims and strategy games are second to none. The PlayStation and Saturn might pose an immediate threat, but because there's such a huge installed userbase worldwide computer developers are not going to let the PC fall behind for long.

HAPPY AMIGAN

At last Commodore has been bought! Let's hope the new management team get things moving ASAP. I want some new hardware soon, like a RISC-based, PC-compatible Amiga with CD–ROM. Yum!

Wil Deenan, Bristol

TOUCHY CD32 OWNER



I'm a very annoyed CD32 owner. Though your magazine claims to be all–formats you seem extremely ignorant about CD32 games. For instance in your review of Desert Strike on PC you say that no more versions are planned. What a lie! Ocean is releasing Desert Strike on the CD32. Another thing. In your review of MegaRace for the (pathetic) Mega CD you claim no more versions are being planned. Another lie! MegaRace is being released on CD32 by Cryo. And (yet) another lie (or mistake). On your 'Work in progress' of Novastorm you neglect to mention that Novastorm is being converted to CD32.

You also seem to have a dislike of the CD32. In your review of Fire and Ice in issue 155 (page 82) you claim that good CD32 platformers are rare. What about Quak, Bubba 'N' Stix, Chuck Rock 2 and Superfrog. I could go on. I know that you do cover some CD32 games that come out, but that doesn't make up for the neglect and dislike you seem to have towards my brilliant machine.

I hope you print my letter, as I feel that there are many other annoyed CD32 owners out there. These complaints of mine are the few faults which make CVG a good mag instead of a great one.

Shane O'Sullivan, Co. Cork, Ireland

CVG: We try to make sure everything that goes into the magazine is accurate. Novastorm is not coming out on CD32 and Desert Strike is still not definite, but yes we do concede that MegaRace is, but when we contacted the Software Toolworks as to whether any other versions were coming out they told us that there weren't any at that time. By saying the CD32 has a lack of decent platformers we mean original ones, that haven't been ported over directly from the Amiga, just as the ones you mention have been. CVG does not hate any games machine, we are independent and multi–format and we treat all machines fairly. We don't review every CD32 game just like we don't review every SNES game, partly because of space and partly because we pick the games that we feel you the readers want to know about, and sometimes the rest of the releases are simply not worthy of the space devoted to them.

SEGA SLACK?

I am writing in to tell you the reason why I don't want a Mega 32X. It's a good machine which blows the socks off the Mega-CD, but I think Sega is only using it as a temporary way of keeping the money rolling in until the Saturn is finished. At a cost of £150, the 32X is going to seem tempting to people that cannot wait to get into 32–bit gaming and cannot afford other more expensive choices around now, like the 3DO. The problem is that the 32X does not look like an appealing long term prospect. With big companies such as Electronic Arts announcing they are not going to develop games for the machine, I for one am immediately put off.

There is also the question of power. While the 32X might seem powerful at the moment, the next generation of CD machines like the Saturn and Ultra 64 are just around the corner. I don't think Sega will continue developing for 32X when Saturn is out. My tip is to only buy it if you can't wait for anything else. You'd be better forking out another £80 for the Jaguar, which has the promise of a cheap CD–ROM drive to follow and is 64–bit.

James Hamilton, Basingstoke

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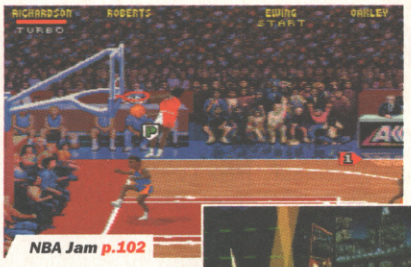
reviewed this month...

Welcome to our Christmas hang-over special. In the words of the streetwise 'we have a hard-hitting, booty-shaking, review-packed issue for you'. Homewise. Anyway, top of our tops list in a review stylee this ish has to be the rather incredible Toshinden on PlayStation. Meanwhile Acclaim has been hotter than a cow in summer this month with its double of Mortal 32X and NBA Jam Tournament. Next month should see Shinobi X hitting our shores (you can read about how important that game is on page 20) along with some great SNES and Mega Drive carts. I'd tell you what they are, but I've run out of room. You'll just have to buy the next issue, I suppose.

Mark Patterson – Editor



NBA Jam p.102

Toshinden p.24

What we're playing this month

MARK

■ Discworld/PC

Probably the funniest game ever, featuring loads of top ace actors (and bird actors) and a fantastic script. As well as being a smart game, of course.

■ Premier Manager 3/PC

Take command of the mighty Crewe Alex (second division no hopers) and lead them to Premiership victory. If you're a saddo like Rad. But it's really, really great.

■ Toshinden/PSX

Possibly the bestest hitting game everest written. And I don't fancy that little girl, right. Still, the one with the whip's a bit interesting – wonder if she charges by the hour?

GARY

■ Story of Thor/MD

Not as in-depth as any of the Zelda or Shining Force series, but a completely action-packed adventure hack-'n'-slay rompathon.

Discworld p.92

Story of Thor p.24

■ NBA Jam Tournament/MD

Boom shakalaka, he's going downtown, slams it in, oh no it's Bill Clinton, hope he doesn't play the saxaphone. Absolutely great.

■ Demolition Man/3DO

Pretty mindless, but great fun nonetheless. The use of stereo really makes you feel like you're there, too. Well, nearly. You know what I mean.

RAD

■ Toshinden/PSX

Gurning fajitas, if this is what the early PlayStation software is like I can't blinking wait to see what's next. This is more than good enough to be getting on with, however.

■ Skeleton Krew/MD

A highly playable and – shock horror – original Mega Drive shoot-'em-up. Truly Core is the software master of the Earth.

■ Story of Thor/MD

High on atmosphere and action, low on bad bits, that's Thor. Takes a lot of thought as well as a lot of skill, and the plot's pretty smart also.

STEVE

■ Toshinden/PSX

Easy to get into thanks to the one-button special moves mode, but seriously challenging enough when played properly.

■ Ridge Racer/PSX

Call me a Sony slut, but I can't drag myself away from this hunka hunka burning game. Skillosity in the house.

■ Side Pocket/SNES

Allowed me to relive my misspent youth as Paul Newman Jr, and also features some of the best crap soundtracks ever written.

This month's hot-hits

Here at CVG we don't give high scores away lightly. A game has to be rather special before it scores 90% or over and a CVG Hit. Even rarer though is a CVG Gold (awarded to games that have pushed back the boundaries of gaming) but don't expect to see more than a few of these a year as it takes a score of over 96% to earn one. Anyway, here are the top games this month...

24 Toshinden
58 Mortal Kombat 2
66 Theme Park
82 Premier Manager
92 Disc World
102 NBA Jam

The big picture

If any other version of a game is available, then we'll tell you via our Alternatives and Other Versions boxes. We'll even tell you if it's destined for any other formats. For consistency's sake, games retain the original scores in alternative boxes.

■ 32X

■ Beat-'em-up ■ Acclaim
■ £54.99 ■ Out Now
■ Game Boy, Game Gear, SNES, Mega Drive and Amiga versions available
■ Saturn version planned

CVG HIT!

MEGA DRIVE 32X

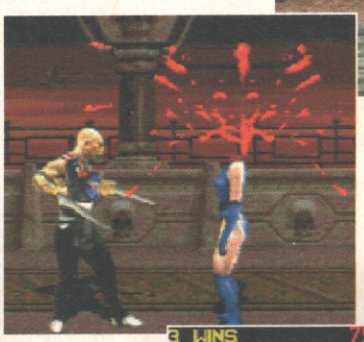
mortal kombat II

Not content with dominating his minions in 16-bitville, Shao Kahn has taken some of the cash Acclaim made from the deal and moved to 32bitland where larger, sprightlier targets lurk...

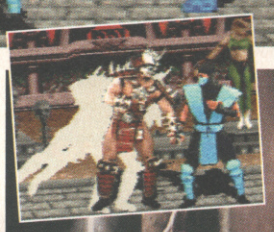
No, I absolutely will not go into the scenario of Mortal Kombat II again. There's no way these fingers are going to type how Shang Tsung has returned to Outworld after his failed mission to overthrow the Earth, and that his master, Shao Kahn, has seen fit to organise a larger tournament and forced six humans and six mutants to fight it out for his entertainment. No, I just won't reiterate that. Bugger. I just did.

Still, this is the game 32X owners have been crying out for. After the atrocity that was Cosmic Carnage and the less than inspiring Afterburner, Space Harrier and Motocross, poor 32X owners must have been wondering if they were ever likely to see a halfway decent game for the plug-thru ever again. Heeding their cries, Acclaim has stepped to the rescue with an enhanced version of the coin-op conversion everyone was talking about last year. Shao Kahn, Baraka and all the gang are back, but this time they look more detailed than ever before, and little touches missing from the Mega Drive game due to memory problems have been restored.

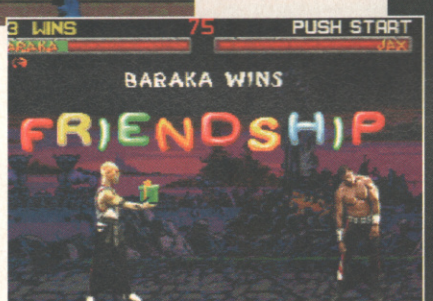
If Acclaim is to be believed, Mortal Kombat II for the 32X is as close to the coin-op as is feasibly possible. So let's wash one side in Brand X and the other in special CVG and see just how well it fares...



◀ *Ooh, that'll sting in the morning.*



▼ *The moves are the same as before.*

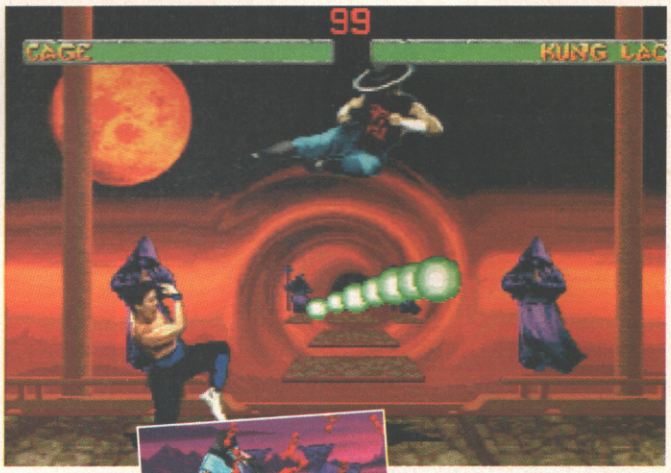


▲ *We have, as it's known in the trade, 'a winner'.*

● GAME BY ACCLAIM ● CONTACT ACCLAIM (0171-344 5000) FOR INFORMATION

SPOT THE DIFFERENCE

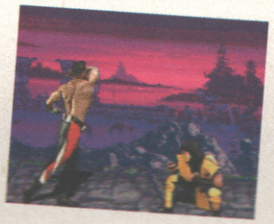
On first sight, 32X Mortal Kombat II doesn't look particularly different from the existing Mega Drive game. However, closer scrutiny reveals scores of little touches here and there which make a marked improvement when viewed next to the 16-bit original. Developer Probe has made the most of the 32X's processing power and palette to add larger sprites and colour to the action. Baraka, Liu Kang and co tower above their Mega Drive cousins, and each sprite uses more colour and shading than before. Similarly, most of the foreground and background details missing before have been replaced, with birds of prey now doing the rounds in certain areas and chains framing the dead pool location. All the 32X's 256 colours have been used to good effect and the game is now very close to the coin-op — we don't use the word identical as the sprites are still smaller than the arcade version. Finally, the other main aesthetic addition is slightly less noticeable, but equally important, as Probe's programmers have replaced all the frames of animation that also fell by the wayside.



▲ *I'll never understand these new dance crazes...*

◀ *Baraka's shred move is as effective as ever.*

Hands up if you use Right Guard... Hands down if you don't. ▶



JUGGLING BRAWLS

Conspicuous by their absence in the Mega Drive version were 'juggle combos'. For the uninitiated, a combo is a series of moves strung together which sap your enemy's energy bar without them getting a punch in! Similarly, a juggle combo is where a punch rocks your opponent off their feet, and follows it up with a flurry of moves hitting them in mid air. Thus, while it was impossible to deliver such a combo on the Mega Drive version, 32X MKII allows clever players to remove between 50-100% of their opponent's energy at one go.

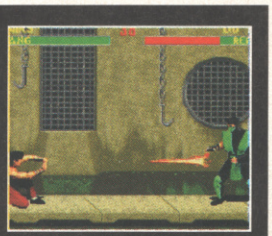
▲ *I had a cold like that once.*

Hello, my name is Rayden and I'd like to talk to you about God. ▶

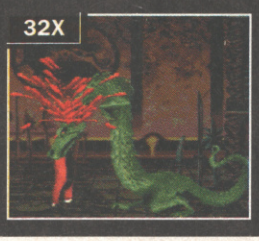
THE TWO OF US?

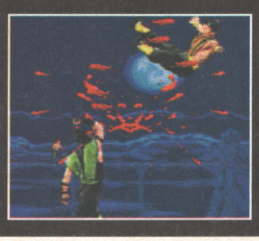
So you're sitting there, reading this and you're thinking: 'well it don't look that different to me?'. Well, for those of you who are incredibly hard to please, we proudly present key aspects of the game in both their original Mega Drive incarnation and on the MD32X for your delectation. Can you see the extra colours now? And the larger sprites? Good...

MEGA DRIVE



32X





▲ *Rayden and Shao Khan have a disagreement about the new Mega Drive 32X.*

INTRODUCING...

Introducing the 32X game is a rather neat selection of stills lifted from the original coin-op, detailing the scenario and the build up to the Kombative battles. Due to the memory-intensive nature of such graphic code these and the 'versus' boxes which introduce each bout never appeared in any of the console versions. Now, however, they have returned and are joined by info boxes containing a small plot-related history of each character — although the arcade game's end sequence still hasn't survived the transition to the small screen. Boo! Hiss! But maybe it'll make it to the Saturn version. Stay tuned readers.

RAYDEN

WATCHING EVENTS UNFOLD FROM HIGH ABOVE, THE THUNDER GOD REALIZES THE GRIM INTENTIONS OF SHAO KAHN. AFTER WARNING THE REMAINING MEMBERS OF THE SHAOLIN TOURNAMENT, RAYDEN SOON DISAPPEARS. HE IS BELIEVED TO HAVE VENTURED INTO THE OUTWORLD ALONE.

SCORPION

THE HELL-SPAWNED SPECTER RISES FROM THE PITS. AFTER LEARNING OF SUB-ZERO'S RETURN, HE AGAIN STALKS THE NINJA ASSASSIN- FOLLOWING HIM INTO THE DARK REALM OF THE OUTWORLD WHERE HE CONTINUES HIS OWN UNHOLY MISSION.

SUB-ZERO

THOUGHT TO HAVE BEEN KILLED IN THE SHAOLIN TOURNAMENT, SUB-ZERO MYSTERIOUSLY RETURNS. IT IS BELIEVED HE TRAVELLED INTO THE OUTWORLD TO AGAIN ATTEMPT TO ASSASSINATE SHANG TSUNG. TO DO SO HE MUST FIGHT HIS WAY THROUGH SHAO KAHN'S TOURNAMENT.

SHANG TSUNG

AFTER LOSING CONTROL OF THE SHAOLIN TOURNAMENT, TSUNG PROMISES HIS RULER SHAO KAHN TO SHAPE EVENTS THAT WILL LURE THE EARTH WARRIORS TO COMPETE IN HIS OWN CONTEST. CONVINCED OF THIS PLAN, SHAO KAHN RESTORES TSUNG'S YOUTH AND ALLOWS HIM TO LIVE.

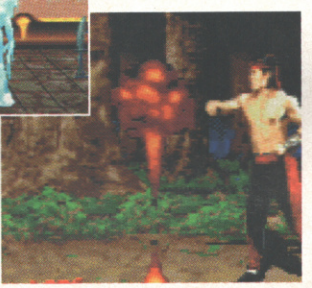
REPTILE

AS SHANG TSUNG'S PERSONAL PROTECTOR THE ELUSIVE REPTILE LURKS IN THE SHADOWS STOPPING ALL THOSE WHO WOULD DO HIS MASTER HARM. HIS HUMAN FORM IS BELIEVED TO DISGUISE A HORRID REPTILIAN CREATURE WHOSE RACE WAS THOUGHT EXTINCT MILLIONS OF YEARS AGO.

▲ *If he'd used the cream that'd never have happened.*

▲ *Bad Mr Frosty out of Clay Fighter appears.*

The dangers of lighting your farts revealed. ▶



▲ *Oh Rayden, will you marry me?*

▲ *I went out with her once.*

SECOND OPINION

I was initially very impressed with the original Mega Drive MKII conversion, but had tempered my lust for the game in anticipation of Mortal III – so I wasn't expecting that much from this conversion. Which was a bit silly of me, actually. Apart from the cosmetic changes (which add a whole lot of extra atmos') the reappearance of juggle combos improves the gameplay noticeably. Ah well, no-one's getting any work out of me in the foreseeable future.

RAD AUTOMATIC

▲ *Rayden's meat delivery service.*

OTHER VERSIONS

There hasn't been a bad version of Mortal Kombat 2 yet, so whatever machine you own you're guaranteed a good game.

AMIGA
● ISSUE 158 ●96%

SNES
● ISSUE154 ●96%

MEGA DRIVE
● ISSUE 154 ●97%

GAME GEAR
● ISSUE 154 ●88%

GAME BOY
● ISSUE 154 ●90%

VERDICT

32X

Initially, 32X MKII doesn't look that impressive apart from the intro pics and interlude bits. After a while, though you notice little touches like more colour here and there. Then you realise the chains in the dead pool are back, and that the sprites are larger. Probe has polished the existing code and bunged back anything it left out of the Mega Drive game and in turn has created an almost perfect conversion. The best addition, though, is the return of the juggle combos. This will keep 32Xers busy for ages.

STEVE MERRET

GRAPHICS	95
SOUND	93
PLAYABILITY	95
VALUE	91

OVERALL

93

■ PC
■ Sports ■ Anco
■ £29.99 ■ Out now
■ Mega Drive, SNES and Amiga versions available
■ No other versions planned

Karate-kid ▶ Cantona sticks the boot in again.

kick off 3: european challenge

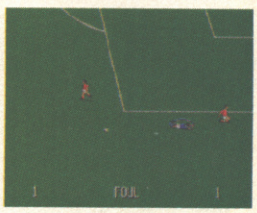
The last Kick Off 3 was a debacle, now they've gone Euro it looks like things have changed.

The unadulterated piece of crap that was the original Kick Off 3 was rightly consigned to most people's dustbins. No one could argue with that. What people will argue about is how much of an improvement this version is. It looks as though they've almost got it right.

Kick Off 3 European Challenge is more than just a football game. A comprehensive tactics editor ensures that you can alter everything from set pieces to last-minute goal blitzes. There are also a few novel features we haven't seen before in a football game. The addition of playmakers, key players who have the ability to transform a game, is brilliant and something that other companies should look at 'adopting' for their games.

The action side of the game is fast and furious, but let down slightly by the graphics which should have been much better. Combine this with something like FIFA on 3DO and you'd be looking at the perfect football game, but on its own Kick Off 3 is great, but slightly flawed.

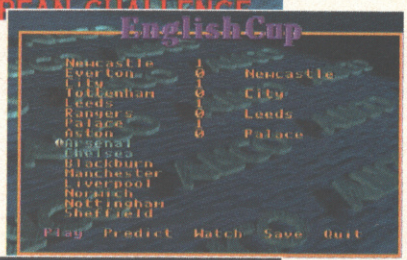
▲ A bit more could have been done with the graphics.



▲ Every tactic from long ball to fluid passing can be employed in the game.

◀ Run little Johnny, run. Those red blokes are coming for you.

◀ Choose from loads of teams from around the world – complete with almost-real player names.

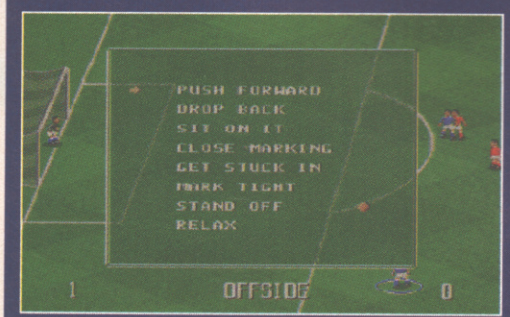


Can't ▶ be bothered playing? The computer can predict the result for you.

◀ The players have individual stats for various attributes.

BARELY MANAGING

Although you're in charge of a team, there isn't much of a management aspect in the game, instead you concentrate on tactics and how your team plays – which is very good fun.



VERDICT

PC

Kick Off 3 is the most complete football game ever. It's pure football, dealing with every element of the tactical game without overloading you with a management aspect. The action side of the game is great fun, but more so because it's good to see how your tactical planning turns out. One thing's for certain – it's tough. This is probably one of the hardest football games ever written and we recommend you play it with a Gravis Gamepad. A very good spin on the football game format let's hope they do a better looking sequel.

MARK PATTERSON

GRAPHICS	63
SOUND	55
PLAYABILITY	86
VALUE	90

OVERALL

87

● GAME BY ANCO ● PHONE 0322 292513 FOR INFORMATION

■ 3DO

■ Shoot-'em-up ■ Virgin Interactive Entertainment

■ £44.99 ■ Out Now

■ No other versions available
■ Mega-CD version planned

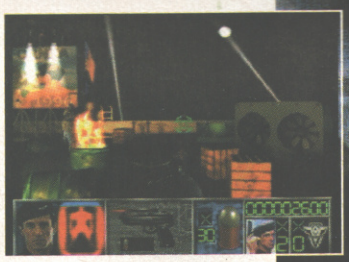
From a film starring Sly, to a song from Sting, and now a game that has very little to do with any of the above...

1995 brought us some half-decent action films: bringing up the rear was Keanu's Speed, filling up the summery middle was Arnie's return to form in True Lies, and right back at the very beginning was the futuristic action fest that was Demolition Man. Now the latter is set in 2032, where a loonie played by Wes Snipes has been defrosted from a cryogenic prison (a sort of human Bejams) where he was sent in 1996 and is now wreaking havoc in the futuristic, peaceful San Angeles. The only person capable of thwarting Snipes' violent plans is his fellow freezer chum, Sly Stallone, who's been, as they say, 'fitted up' and frozen alongside Snipes. No doubt there is some loose connection with the aforementioned and this game, though it escapes me because all you end up doing is shooting and punching people.

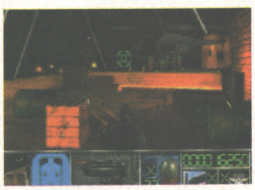
Demo Man is a lot of fun, and would be even better if you had a light gun as opposed to the 3DO's cumbersome joypad. What you lose on the joypad however, you more than make up for in the spot FX and tremendous soundtrack. The graphics too are very polished with smooth transitions between the FMV, action and rendered cut-sequences.

▲ Sly isn't bullet-proof, and the villains in the game are better shots than those of the movie.

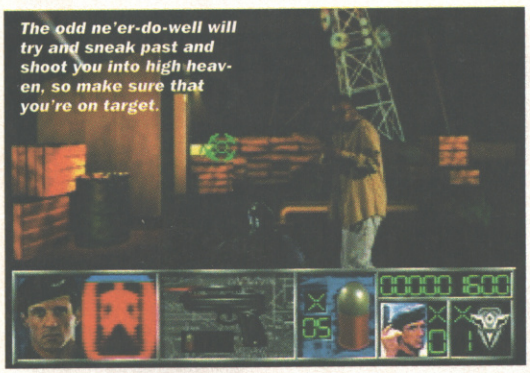
▲ The Sly and Wes digitised beat-'em-up section looks great, but it doesn't play that well.



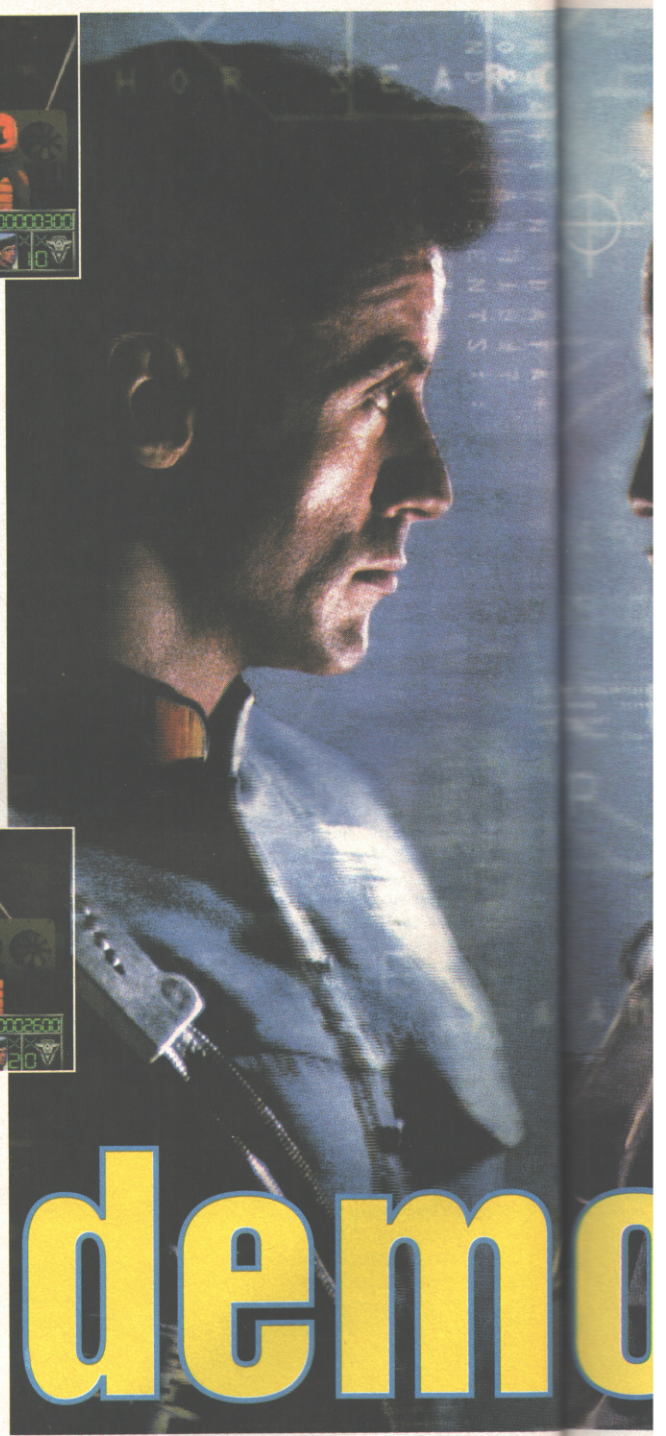
▲ Shoot at certain objects and they explode, along with the guys hiding behind them.



▲ Each of the levels has an excellent 3D perspective. Oh and this is the calm before the storm by the way.

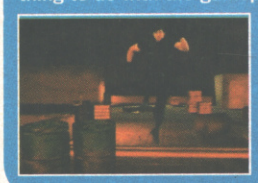


The odd ne'er-do-well will try and sneak past and shoot you into high heaven, so make sure that you're on target.



DEMOLITION SITE FOR SORE EYES

I know all you Sly aficionados can't wait to see Mr Stallone in his Judge Dredd guise, but until then why not take in a bit of full motion video from last year's smash action movie, not that it seems to have anything to do with the gameplay though!



Demolition Man

IT'S FLICKIN' FMV!

What usually makes a good film licence is a game that includes various game genres in one title. Demo Man does this well, and you get some excellent shots from the movie to boot!

▲ *Shoot the grenades before they make contact with you.*

▲ *The Doom-style section is too dark.*

▼ *When your victims die they make some very convincing dieing noises.*

◀ *Throughout the game you only get a basic hand gun to get rid of ugly muthas like this.*

SECOND OPINION

Demolition Man is an impressive title for a number of reasons. For starters, Monsignor Stallone himself was called in to shoot footage exclusively for the FMV intermissions – the first time this has been done. It's also a neat game. Like the film, it's not at all mentally challenging but the constant blasting action keeps you on the edge of your seat. Like Gary, I lament the poor quality of the 3DO joypad which spoils things somewhat, but get yourself a SNES-3DO joypad convertor and this is real fun.

RAD AUTOMATIC

▲ *Some of the FMV was shot aside from the film especially for the game.*

ALTERNATIVE

MEGA-CD

- **Lethal Enforcers II**
- **Konami/£64.99**

Travel back to the Wild old West, back to the days of the rootin', tootin', shootin' cowboys. Far more fun than the original, and not a bad coin-op conversion for the Mega-CD.

- **ISSUE 144: 80%**

VERDICT

3DO

Demolition Man is a most excellent bit of blasting, totally vacuous and linear, but the sort of game that can do the 3DO no real harm – a Lethal Enforcers-style shoot-'em-up with a some beat-'em-up and Doom-style elements thrown in. The sound track is excellent and the FMV is high quality 3DO stuff. The real quibble though has to be the irksome joypad, 'joy' being a contradiction in terms, and also don't expect any long term playability from this 'ere game, but in the short term a nice bit of shoot-'em-up fun for the 3DO crowd.

GARY LORD

GRAPHICS	89
SOUND	92
PLAYABILITY	80
VALUE	79

OVERALL

83

SATURN

■ RPG ■ Sunsoft
■ £60-80 ■ Out Now
■ PC and Mac available
■ No other versions planned

SEGA SATURN

myst

An apt title, considering this is no hit.

There is a phrase used by ailing rock 'stars' attempting to convince doubting Thomases of their success and stature which runs 'We're really big in Japan'. Of course they are. Everything's big in Japan. There's about eighty-seven billion people living in Japan. No matter what you do, just going by the law of averages, a large number of people are going to like it. Pre-masticated chewing gum is big in Japan for Lord's sake. And so, despite the antipathy which greets them elsewhere in the world, are first-person adventure games.

That's not to say there's anything wrong with them, but the complete lack of action present in the majority tends to turn more adrenalin-driven gamers right off. Myst is one such game. It combines amazing graphical stills with an awful lot of trudging around and the odd bit of item-grabbing to spice things up. This would probably be all right if it weren't for one thing – all the clues are in Japanese. Now much as we'd die for Japan's right to use their own language if they want it tends to make adventure games (big on detective work) a bit tough for those not versed in the lingo. But it does look very nice.

▲ *This is an electronic book which shows video footage of various spooky-looking types. Sadly all the speech is in Japanese.*

ORIENTAL ILLEGIBILITY WARNING

It is possible to get places in Myst without learning a new tongue, but it's impossible to work out what you've actually got to do. A lot of things seem to have something to do with this electronic dentist's chair thing, which may or may not be a time machine, and... well, you get the idea. If you've got a friend who has the PC version, you could get them to tell you what everything means as you play, but they'd probably find that a bit boring.

▲ *No idea what's going on in this picture. No idea at all.*

◀ *A rather pleasant tomb-like neo-Greecian effort looking pensive.*

▲ *Pointing at steel frames is all part of the fun.*

▲ *I honestly can't be bothered thinking of something to write about a log cabin.*

▲ *Blimey, just look at the aceness of those graphics. Look at that rocket thing in the background. Rrrrh!*

▲ *This eerie mist-bound forest is both laden with fog and is somewhat spooky.*

▲ *Ooh, which way now? I'm not sure I could decide.*

ALTERNATIVE

SATURN
■ Virtua Fighter
■ Sega/£80

Don't waste your valuable cash on Myst – waste it on this. The best game on the Saturn market as yet and a must for those with the machine.

■ ISSUE 158: 94%

VERDICT

SATURN

If Myst is ever officially released here it should be a title to investigate as the PC version was smashing. The graphics are lovely and it's very atmospheric. Sadly that's about all you can get out of the game, unless you're well versed in Japanese, for that is the language in which all the text (and there's lot) appears. Pretend you're a linguist and have a go of this in the shop by all means, because the graphics are well worth seeing first-hand, but don't part with any cash or you'll be somewhat disappointed to say the least.

RAD AUTOMATIC

■ GRAPHICS	92
■ SOUND	73
■ PLAYABILITY	41
■ VALUE	21

OVERALL ■

30

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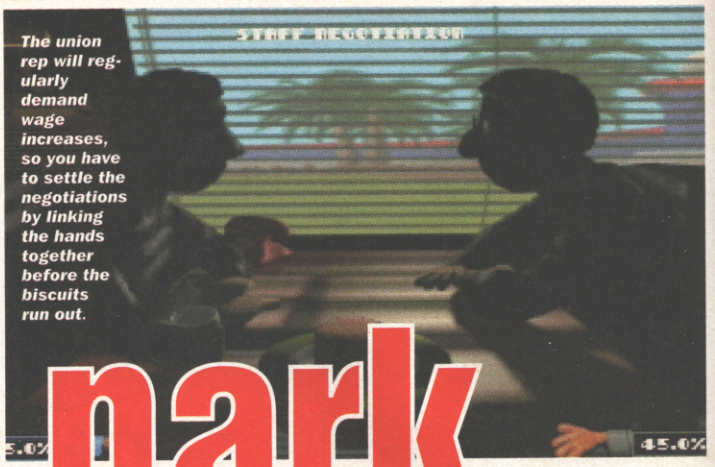
■ 3DO
■ Strategy ■ Electronic Arts
■ £39.99 ■ Out Now
■ PC, PC CD, Amiga, A1200 and CD32 Versions also available
■ Mega Drive and SNES versions planned

Roll up, roll up! All the fun of the fair returns in Electronic Arts' latest 3DO conversion...

CVG HIT!

theme park



The union rep will regularly demand wage increases, so you have to settle the negotiations by linking the hands together before the biscuits run out.

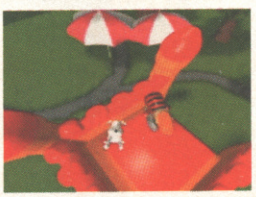
Apart from fresh air and sheep, now I live in London one of the things I miss about not living in a crap country town is the local fair. Year in, year out it would appear on a field opposite my house, sucking cash from the populace courtesy of giblet burgers and manky rides that are missing the odd screw here and there, and all overseen by some greasy oik riding on the back of the dodgem cars, laden with tattoos and enough gold sovereign rings on his fingers to top up the royal mint.

Hence my delight when I got the the chance to play Bullfrog's latest sim Theme Park, now on 3DO. Following on from previous sims like Syndicate and Populous, Theme Park allows the player to develop their own Alton Towers-style attraction, from the humble beginnings like those seen at my fair to the sort of mega site that would give Disney a restless night if he were still alive. Like Sim City, success at Theme Park comes from keeping the balance sheet steady and the little people happy. Put too much salt in the fries, for example, and you'll sell more drinks, but the visitors won't be happy at having to fork out for the drinks and could well end up being sick on the next ride which in turn will cost cash to clear up. Once the park is up and running and raking in the money it's time to auction it, sell to the highest bidder and then buy a more expensive and more lucrative park.

▲ *Clicking the left shoulder button brings up a menu where all the game options are available. Clicking on the right one selects it.*

▲ *Keep the park in good repair or some little darling will end up injured and the consumer associations will close in and try to shut the park down.*

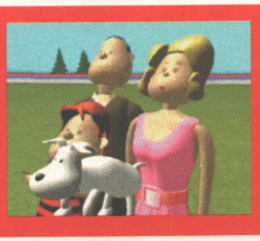
Now you can view the rides internally via some tasty rendered footage. ▼



Each year a number of charts shows how well you're managing compared to your rival theme park owners. ▼

FUNLAND

Ignore the blatant advertising and savour an intro tastier than a late-night kebab with chilli fries. It starts off grey and miserable as the unhappy family sit glued to the box before the theme park guide zips out of the TV and whisks them away to his land of fun, where they enjoy a demonstration of the best attractions.



OTHER VERSIONS

The PC version is much the same, and the Amiga versions lack the pre-rendered images and the A500 version is only 32 colours, but remarkably, is the fastest of the bunch!

PC
● ISSUE 153 ● 92%

A1200
● Not previously reviewed

A500
● Not previously reviewed

VERDICT

3DO

Everything from the definitive PC CD version is here and with the increased power of the 3DO things move more smoothly, especially during the pre-rendered intro. It's remarkable how much thought has gone into this game, just about every parameter can be altered, from how much salt goes on the fries to pumping money into research for better rides. Unlike most games in this genre Theme Park is easy to have a quick go at, but patience and time will reap the greatest reward. Another winning EA 3DO conversion.

RIK SKEWS

■ GRAPHICS	81
■ SOUND	75
■ PLAYABILITY	89
■ VALUE	92

OVERALL

90

● GAME BY BULLFROG ● CONTACT ELECTRONIC ARTS (01753 549 442) FOR INFORMATION

PC CD-ROM

Adventure ■ Interplay
£49.99 ■ Out now
No other versions available
Disk versions planned

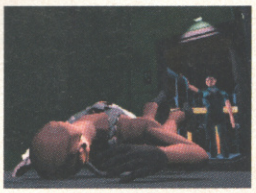
cyberia

Cyberia – not to be confused with the techno-hippie cafe of the same name.

Once upon a time there was a musician named Thomas Dolby. He had two quite successful singles at one point and then promptly disappeared – hooray! But now, the evil synthesiser 'genius' has returned, and he's deadlier than ever! This isn't the plot of Cyberia the game, but rather the story behind the soundtrack, which features the flop-haired Eighties wunderkind himself.

The game has more in common with Dragon's Lair, the old LaserDisc arcade game. Choose whether to make your character move left, right or forward or fire his weapon through a succession of 'event nodes', whereupon the game plays out the consequences of your actions. Occasionally you're given the opportunity to fight in a first-person perspective sky fighter, guiding your crosshairs around the screen to spell doom for incoming enemy fighters.

▲ Warning kids – wrap-around shades look silly.



▲ Look out he's got a... oh dear.

▲ Take command of this rather cool-looking gun turret early on.

▲ Shoot to destroy! Leave no survivors! Ahahahaa!

▲ Let this be a lesson to you all, citizens – crime does not pay. Except you've shot that bloke. So it does.

What lovely graphics, eh? How very nice. Look at that lovely rippling effect. Just like proper water. ▼

◀ Your character discovers the many and varied shortcomings of the 'revolutionary' Sega Chair.

VERDICT

PC

Ooh, Cyberia looks nice. You can say what you like, but Cyberia certainly does look good. Luckily, what you'd like to say is 'Yes, and once you've gotten used to the rather irksome control method, it's quite appealing in a puzzley, arcadey kind of way. Lots of variety and plenty of atmosphere which conspire to keep you playing even when things get frustrating'. Which isn't bad.

RAD AUTOMATIC

GRAPHICS	93
SOUND	92
PLAYABILITY	83
VALUE	79

OVERALL

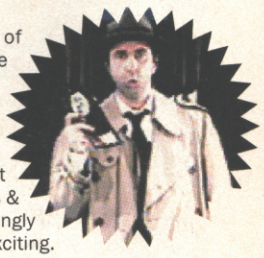
80

PC CD ROM

Pervy ■ Interplay
£39.99 ■ Out now
CD-i version also available
No other versions planned

voyeur

Cheap thrills don't come much more expensive than this...



You may remember a bit of fuss accompanying the release of 'adults only' adventure Voyeur on the CD-i a while back. That's because there's an enormous number of sad people around to whom the thought of some digitised ladies in their Marks & Sparks undies is either overwhelmingly outrageous or disproportionately exciting. Sadly, the actual gameplay of Voyeur was generally overlooked in favour of the perv' factor.

Well now Voyeur has been released on CD and we can safely say, without fear of reprisal, that it's actually not all that bad. Unless you're hoping for a mass pervorama. Basically, your job is to discredit a potential presidential candidate by spying on his weekend family get-together (where he's planning to kill a relative) by either proving he's a murderer or by saving the life of his potential victim (who then grasses him up). Your only prop is a video camera which allows you to tape meetings, audio conversations or static clues for future evidence to be submitted either to the police or to warn the unfortunate target.

▲ Gor, look at that ceiling – some caahboy's done that.

▲ Wow, it's, like, a tiny picture of that house! Wow!

▲ Hi, I'm Troy McClure, perhaps you've heard of me...

VERDICT

PC

Ignore the laughably tame and pointless 'erotic' theme and what you have here is actually an OK investigative adventure. The real criticism is that picking up important evidence depends on being in the right place at the right time, something you can only work out through repeated trial-and-error sessions, which makes concurrent games somewhat repetitive. Quite jolly, but not for serious adventure fans.

RAD AUTOMATIC

GRAPHICS	80
SOUND	82
PLAYABILITY	79
VALUE	71

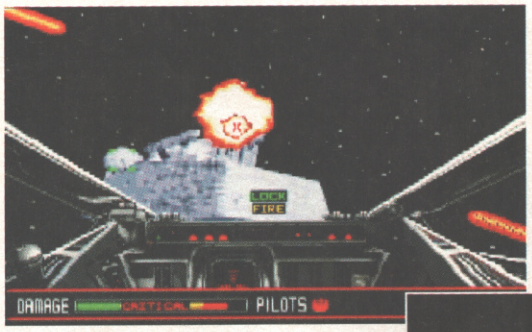
OVERALL

76

● GAME BY INTERPLAY ● CONTACT INTERPLAY (01865 390029) FOR INFORMATION

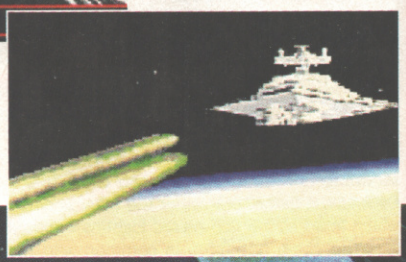
■ 3DO

■ Shoot-'em-up ■ Electronic Arts
■ £44.99 ■ Out Now
■ Mega-CD and PC CD-ROM versions available
■ No other versions planned



◀ The idea is to avoid those big, round objects that are known universally (ahem) as asteroids.

▲ There are no new levels for the 3DO version it would seem, sadly.



BACK TO SCHOOL
The first part of the game is spent learning the best ways not to get killed. It's easier getting through intact in the 3DO version though, because the controls are far more responsive.

rebel assault

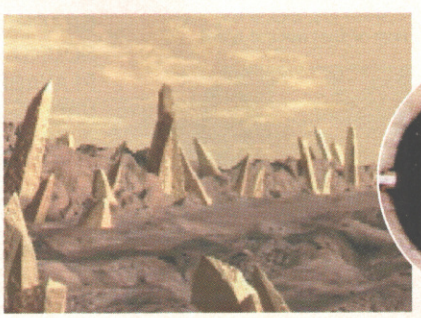
The Empire's struck back, but it looks like Lucas' Legions have finally come unstuck...

3DO

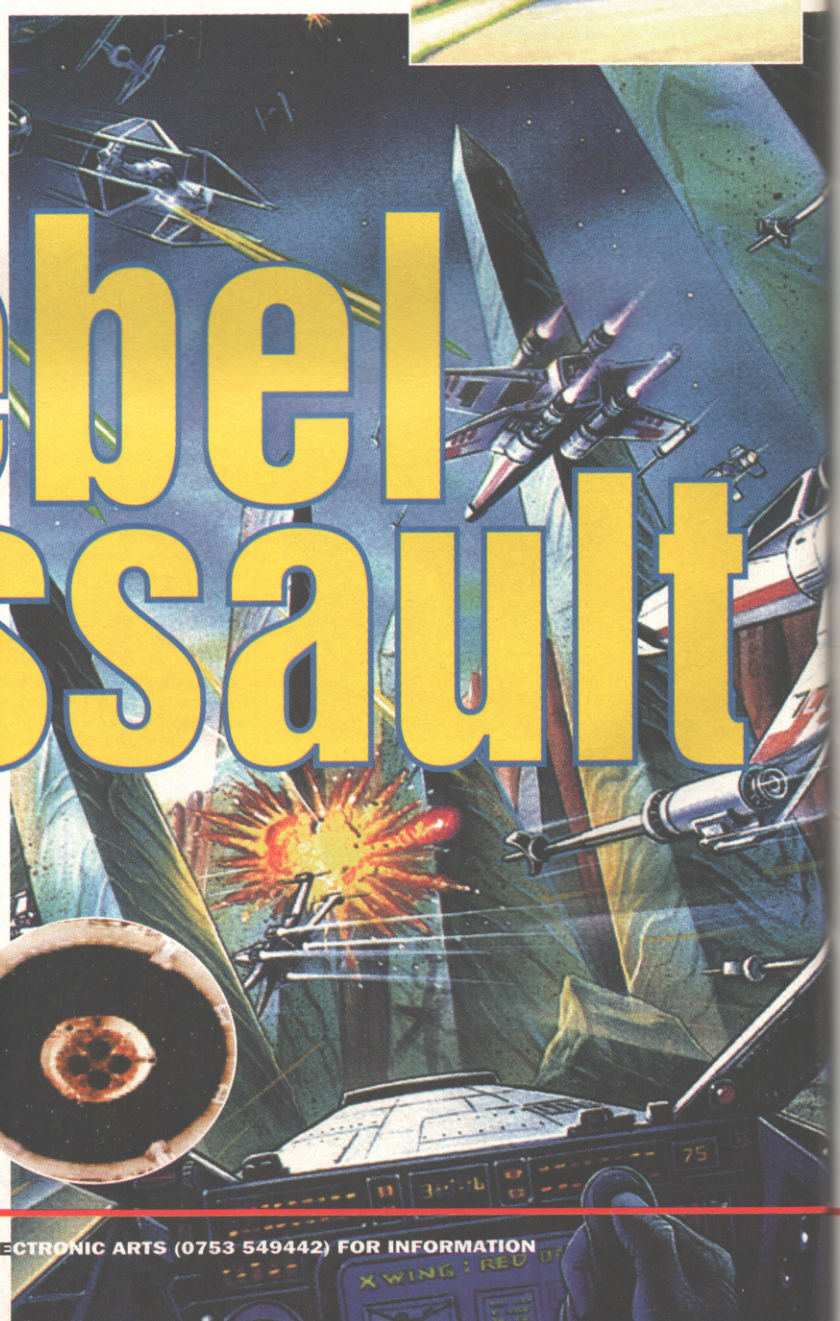
Rebel Assault, as it was when it debuted on PC, was a remarkable product. It was one of the first playable interactive movies that actually had a movie background. And, of course, it was Star Wars, which is as good a currency as you could possibly ask for in the computer game business.

By the time the Mega-CD version appeared, all you could really say about the game was that it would only really appeal to people who liked Star Wars. The gameplay had already dated. Now, after a mere 16 months, it's come down to the level of a decidedly average game. Technically the 3DO is capable of producing more colourful, sharper, smoother graphics than the PC original. Unfortunately it's destined to remain merely 'capable of', as LucasArts has made no attempt to improve the game. Run it next to the PC versions and there isn't any difference.

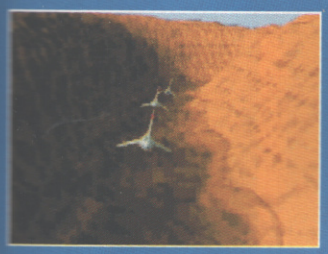
Usually a good conversion of a good game is fine without refinements. But as good as it was, Rebel Assault was always a thin game, and even a Star Wars game needs a bit more these days in the face of such quality titles as Wing Commander 3. Now there's a game 3DO owners should be looking forward to.



The clarity of the graphics is decidedly dodgy at times, which is a bit poor considering this is the 3DO. ▶



● GAME BY LUCASARTS CONTACT ELECTRONIC ARTS (0753 549442) FOR INFORMATION



The preliminary training stages are just a case of avoiding rocks and listening to your mates.

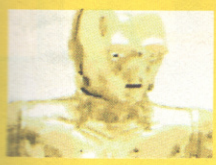
But the asteroid training is a different matter. This is probably the toughest part of the whole game.

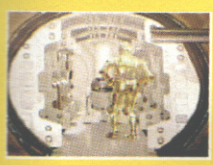
When they finally let you use your lasers all you get to shoot are robot spiders.

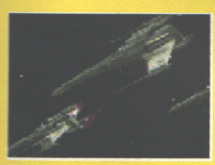
The backdrops are streamed from the CD rather than texture mapped, which would have been far prettier.

TIE-DYED

A few of the cut-scenes are taken straight from the original Star Wars flick, although they're really grainy as it appears nobody could be bothered using the 3DO's FMV capabilities.



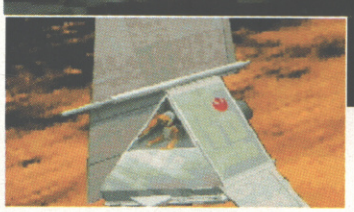




Hone your piloting skills in time for Wing Commander 3.

▲ 'It's almost like being at the movies', or so says the 3DO marketing man.

▼ Play 'Spot the R2D2' competition and you can win sweet FA.



◀ As a rookie you have to fly these naff training craft.

▲ Yes that's you that is, but don't expect to catch sight of yourself actually moving.

SECOND OPINION

Rebel Assault on Mega-CD had god-awful graphics, and certain sections of this game are reminiscent of that lowly version of the game. When all's said and done though, this is Star Wars and that's what made me enjoy the game on the aforementioned format. This game, however, is enjoyable, but the gameplay's looking dated now, and if I was Mr 3DO Punter then I'd probably wait to get my Visa card swiped for Wing Commander 3, rather than this.

GARY LORD

VERDICT

3DO

Like thousands of other PC owners, this game is the reason why I've now got a CD-ROM installed. I was completely sold by the fact that this is a Star Wars game and I couldn't give a damn how the game played. Luckily for me it turned out to be playable and pretty challenging when set on the right difficulty level. Since then a lot has happened to transform CD-ROM gaming, and Rebel Assault, as pioneering as it was, just isn't that good any more. It'll probably appeal to people who can't wait for their next fix of Star Wars, but that's all.

MARK PATTERSON

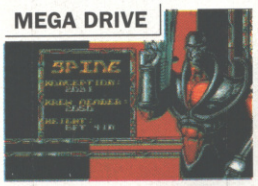
GRAPHICS	75
SOUND	80
PLAYABILITY	63
VALUE	60

OVERALL

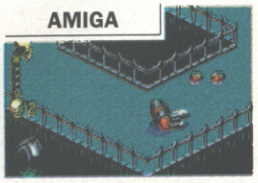
65

■ AMIGA/MEGA DRIVE
■ Shoot-'em-up ■ Core Design
■ AMIGA £29.99 MD £Unconfirmed
■ Out Now
■ No other versions available
■ CD32 version planned

MEGA DRIVE



AMIGA



Wham, bam thank you mam... it's 3D isometric blasting time again folks, so take up your weapons and let's get trigger happy...

skeleton K

Being a hardened mercenary ain't all it's cracked up to be y'know – no holiday pay or luncheon vouchers and if you throw a sickie for a day you're liable to end up dead – even if you've got a note from your mum.

Despite these drawbacks, the heroes of this scenario, which is set somewhere in space in 2070, are sticking at this bizarre profession. They have been recruited by the top brass at Military Ascertainment Department (MAD) as a last ditch attempt to stop the evil antics of the barking mad ex-mortician and cryongenics experimenter, Moribund Kadaver. This raving nutter has created a race of freaky mutations – Psykogenix – who have taken over an entire city and are aiming to spread their web of evil even further.

You, as one of three characters, each with their own strengths and weaknesses, are deployed to stop Moribund in his tracks by destroying the Psykogenesis machine which churns out these mutant monstrosities. The six levels are split into different zones – each containing its own mission objective – and encompass the likes of Mars, Venus and a good deal of sewer foraging. The aim of the game is to traverse the eight-way scrolling environment, blasting seven shades out of the masses of mutants which raise their ugly mugs, take on the humungous end-level bosses, break into bonus rooms for extra pick-ups and finally kill Moribund off as horribly as possible.

THICK OR SICK?
The graphics artists responsible for Skeleton Krew's look have obviously tried to make the game look a little icky. Instead we think it looks rather nice and not nearly as drippy and colonic as it should be.

MEGA DRIVE

Those sinister eyes lurking in the corner of the green sludge hide a nasty surprise...

MEGA DRIVE

...Yup, get too close and this wily swamp monster swallows you alive!

MEGA DRIVE

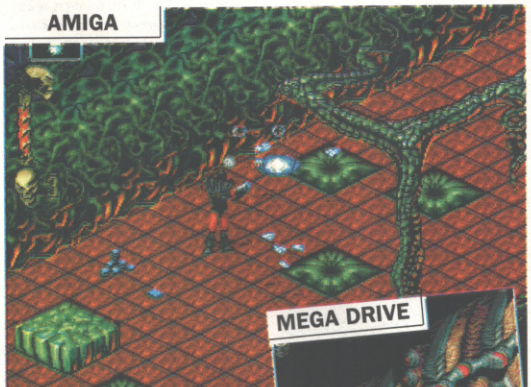
Shoot, shoot and shoot again. Or get shot if you're or crap.

AMIGA

Joint is definitely the best character to play – he's a bit slow but he's rock 'ard and his weapons are the most devastating.

MEGA DRIVE

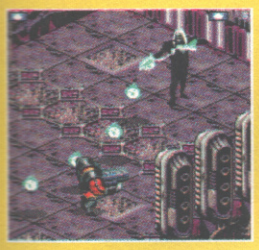
AMIGA



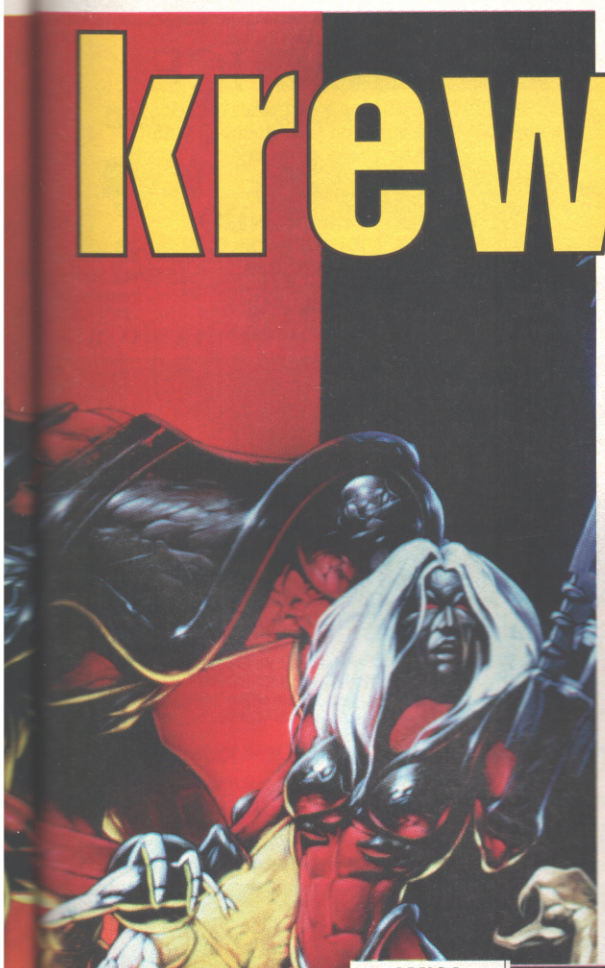
MEGA DRIVE

▲ Flies descend on the hapless Spine, not knowing he's got the ultimate fly spray stashed somewhere on his person – if only he could find it!

● GAME BY CORE DESIGN ● CONTACT CORE DESIGN (01332 297797) FOR INFORMATION



krew



▼ *If you sustain heavy hit damage you're transformed into a skeletal disk giving you the chance to move out of harm's way until you get your breath back.*

MEGA DRIVE

ALTERNATIVE

SNES

- Smash TV
- Acclaim/£40

The game show to end all game shows. This SNES isometric blaster is a real classic and this vesion is arcade perfect. Well worth tracking down.

- ISSUE 126: 92%

Oh refereeeee, come on – off-side – yellow card – Joint's getting all sorts of flack from every from those killer Sumos. ▼

AMIGA

AMIGA

VERDICT

AMIGA

Yep, this version is as sound as a pound too. The graphics aren't quite as detailed as the Mega Drive version but all the hot gameplay has been packed in there, as have the bizarre foes such as the hyperactive robotic frogs. I don't quite know why they bother putting alternative characters in games such as this though, I mean, I know it's very PC to have a woman character, but what's the point when she's miles weaker than the blokes and dies after far less shots. Again, this is nothing special but good fun all the same.

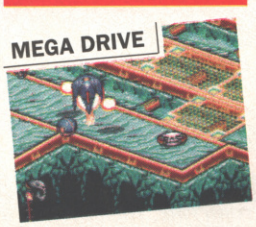
LUCY HICKMAN

GRAPHICS	79
SOUND	80
PLAYABILITY	82
VALUE	83

OVERALL

81

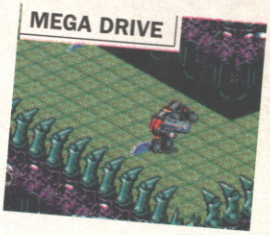
MEGA DRIVE



▲ *These swines are pretty untouchable as they hover overhead giving untold grief.*

◀ *Never mind the little green men on Mars, it's the little green frogs you wanna watch out for.*

MEGA DRIVE



▲ *Uh oh, time to jump around a bit otherwise those circular saws are gonna cut you in a seriously delicate place – jolly painful.*

VERDICT

MEGA DRIVE

As shoot-'em-ups go, this isn't bad. The graphics aren't anything to wave your pants around for, but the overall feel of the game is moody and atmospheric. There are some nice touches, like the imaginative bosses and hidden rooms and it's a big game with a well pitched difficulty setting. The action is fast and furious, with the control system being initially tricky but once you get the hang of it there's no problem. My main moan is the weapon limitation – there are only two to choose from! Apart from that though, it's solid shooting fun.

LUCY HICKMAN

GRAPHICS	80
SOUND	81
PLAYABILITY	83
VALUE	81

OVERALL

82

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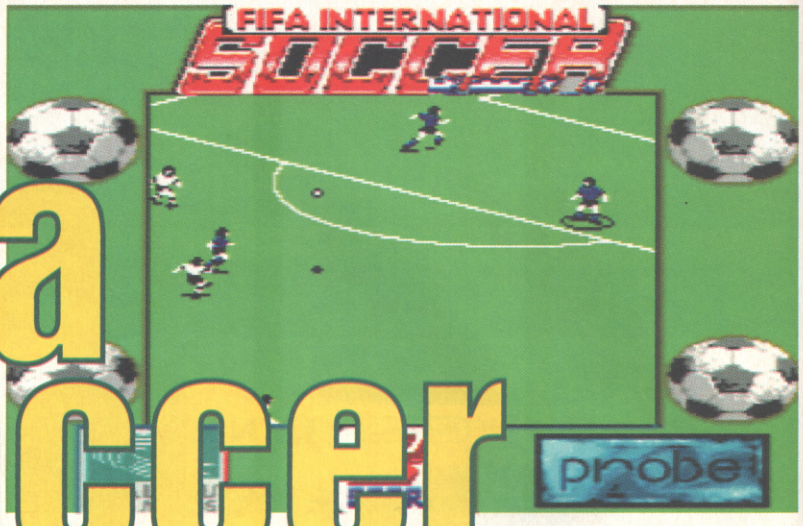
GAME BOY

Sports ■ THQ
£29.99 ■ Out March
■ SNES and Mega Drive versions available
■ No other versions planned

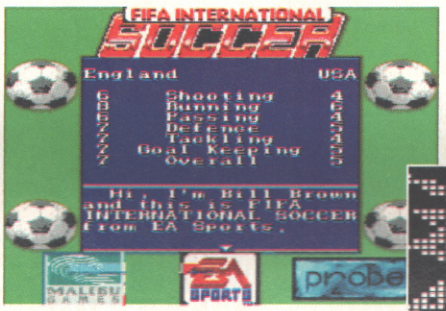
fifa soccer



Play football, even when it's raining out, with this new conversion. Although you might have to anyway. Depends on your PE teacher.

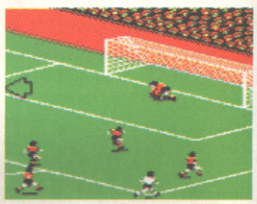
Football, they say, is a funny old game. Try telling that to fans of Arsenal – a club who, at the time of writing, has just managed 13 weeks without a home win. Bet they're not laughing. Try giggling along with any of the unfortunate cast of those Soccer's Greatest Terrace Violence Moments videos, and see just how humorous they find it. No, it can certainly be said that football, beautiful game thought it may be, is not funny. And this correspondent is a Crewe Alex fan, so he should know better than most.

It is, however, very old, having been invented in 1666 by a peasant kicking the discarded head of King Charles through a prison window (or "Gaol!" as was subsequently screeched). As a result, some of the console games inspired by the sport are also rather aged, including this one – the first portable conversion of the EA standard-setter of yesteryear. It's been handled by the conversionmeisters at Probe and boasts every feature from the Mega Drive original, with the exception of action replays. Still can't play Crewe though. Funny that.

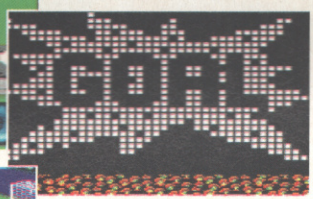


◀ *This screen gives you a bit of info on the teams before the match starts.*

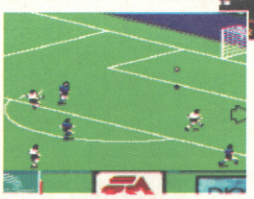
The worst thing about FIFA is definitely the sound, which is almost nonexistent. ▶



▲ *Looks rather cool in colour on a Super Game Boy.*



▲ *I think you've like, scored.*



◀ *And if you're playing in black and white, Crewe are playing in the dark shirts.*

KEEP IT TIGHT, MAKE SOME SPACE

FIFA is known for having a rather comprehensive strategy element, and this is all present and correct on the creamed spinach-vision console. All the joys of team strategy, formation and coverage are yours for the asking, and are implemented by your players even when they're not on-screen – no mean feat for the Game Boy.

▲ *The best Game Boy soccer game, we reckon.*

OTHER VERSIONS

The best version has to be the 3DO one, it looks totally amazing and sounds superb.

3DO
● ISSUE 156 ● 92%
MEGA DRI
● ISSUE 145 ● 92%
SNES
● NOT REVIEWED

VERDICT

GAME BOY

Despite the obvious flicker caused by having so many sprites on screen at once, FIFA on Game Boy is a graphical triumph. The original's gameplay has survived conversion pretty much intact too, with the same AI routines and all the moves you know and love. The only real difficulty comes in actually getting hold of the ball – you have to move your player's feet very precisely, which is sometimes rather tricky. Still, if you're a footy fan and you really want a soccer title for your Game Boy, this is probably the best one on the market.

RAD AUTOMATIC

GRAPHICS	90
SOUND	43
PLAYABILITY	80
VALUE	85

OVERALL

78

● ORIGINAL GAME BY EA ● CONTACT THQ (0171-935 8954) FOR INFORMATION

GAME GEAR/GAME BOY

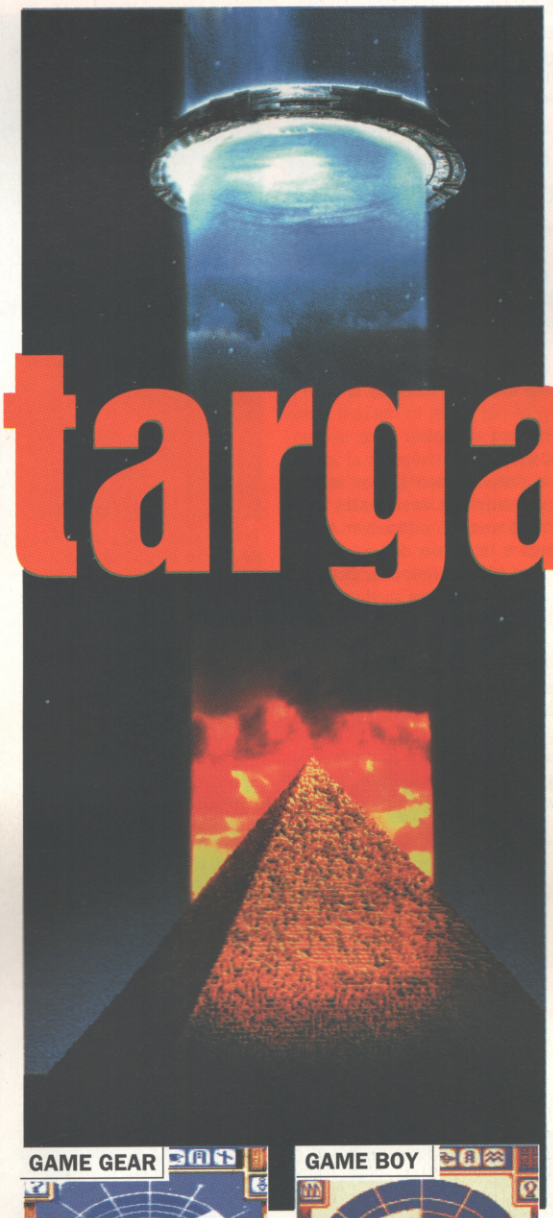
Puzzle ■ **Acclaim**
£Unconfirmed ■ **Out March**
■ No other versions available
■ Mega Drive, SNES and PC versions planned

stargate

It's Stargate Jim, but not as we, or anyone else for that matter, knows it.

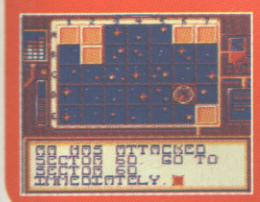
Has any one seen that great new action-adventure movie Stargate yet? If so, do you remember that brilliant bit where James Spader, in order to save the universe from the totalitarian rule of Ra, challenges the Egyptian god to a series of games of Welltris? It's truly one of the great scenes of cinema and no mistake.

Oh all right, we're lying, but that's the basic premise of the portable versions of Stargate. A series of tiles fall from the top of a well (from where you view the game), each bearing a symbol on either side. Flip the tiles over so the symbol you wish to lay at the bottom of the well is facing up and you're most of the way there. Now all you have to do is line up three tiles of the same symbol on top of each other, whereupon they all disappear. Each star co-ordinate (ie level) has a specific seven-symbol code, and the only way to progress is to collect a set of each of these seven symbols. Repeat to fade.



STARGATE STARGATE RA RA RA!

Along with the usual Tetris-inspired one-player game is a one- or two-player battle mode, where players compete for various squares on a star map. Each time you mark off a line annotated on your coordinates (the tiles in the top window) they're added on to your opponent's stack. Whoever's stack reaches the roof first is out. Each victory is marked on the map with a symbol, and squares containing such symbols are off-limits to challengers. However, take two squares on either side of a line of your opponent's symbols and they're all instantly converted to your own symbols! Hurray!



GAME GEAR

▲ This hieroglyphics translates as 'he's wearing a wig'.

GAME BOY

▲ Help James crack the Stargate. That is help him break the code, don't put your size 10 through it and break it.

GAME GEAR

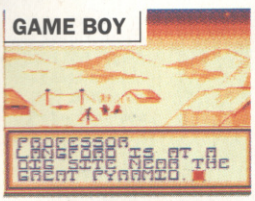
GAME GEAR

▲ Match the symbols that appear at the top of the screen.

GAME BOY

▲ Three on top of one another is what you need.

GAME BOY



▲ The pyramids were really big space stations, celestial equivalents of Heathrow.

GAME BOY

▲ Now remember these guys' morphing tricks from the film, well it's not in the hand-held version. I mean what do you expect from 8-bits?

GAME GEAR

▲ It's always a good idea to check both sides of each piece before it lands.

ALTERNATIVE

SNES
■ Hebereke's Popoon
■ Sunsoft/£44.99
Another Tetris style game, but with a two player mode that allows you to perform special attacks on your playing partner. (See the compo on page 112.)

■ ISSUE 157: 91%

VERDICT

GAME GEAR/GAME BOY

While having absolutely nothing at all to do with the Stargate film, the game ain't all that bad. The real trouble is that both the Game Boy and Game Gear have billions of puzzle games already, most of them – like this one – based on Tetris. While Stargate has nice graphics it's very slow moving, progress is incredibly random and at the end of the day, it's just not much fun. Ergo it has nothing to separate it from the rest of the pack. So I shouldn't bother.

RAD AUTOMATIC

■ GRAPHICS	82
■ SOUND	65
■ PLAYABILITY	71
■ VALUE	66

OVERALL ■

72

● GAME BY ACCLAIM ● CONTACT ACCLAIM (0171-344 5000) FOR INFORMATION

■ PC CD-ROM

■ Adventure ■ Infogrammes
■ £44.99 ■ Out Now
■ No other versions available
■ No other versions planned

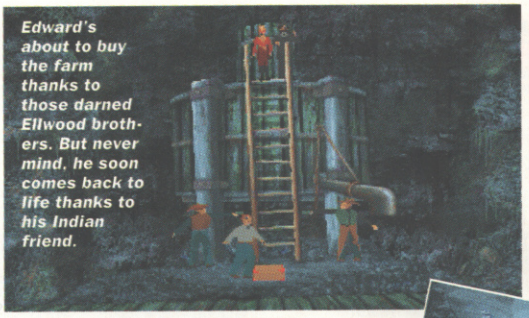
alone in the dark 3

It's the last game in the Alone in the Dark series, and it's bigger and better than ever before. But is it scary?

Detective Edward Carnby is having a bit of a rough time. After battling through a haunted house in Alone 1 and coming to blows with zombie pirates in Alone 2, he's now gone and got himself stuck in a spooky Wild West ghost town which is packed to the gills with undead cowboys. In this, the third and final game in the Alone in the Dark trilogy, he's been called out to rescue the lovely Emily Hartwood from those whip crackin', tobacco chewin', cattle rustlin' dead folk and they're not going to make it easy for him. Doesn't he just wish he had an easier case like an unfaithful wife to follow or a lost pet to find?

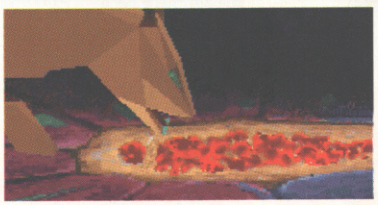
Alone 3 is bigger than the previous two games in the series, and this time Edward really has his hands full. Following criticism that the combat was too difficult in Alone 2, Infogrammes has made things a bit easier for our Ed by giving him more health points and bigger weapons. But the puzzles are harder and the zombies are still no pushover, so you're going to have to get that thinking cap wedged firmly on your head for this one.

If you haven't played an Alone in the Dark game before, your best bet is to warm yourself up with the first and easiest game of the series. The keyboard-based control system takes some getting used to, and in Alone 3 it seems even more fiddly than before. It's often difficult to get Edward to do exactly what you want him to, and this can be enormously frustrating at times. Even so, this is an excellent game and should keep you chewing your nails into the small hours.

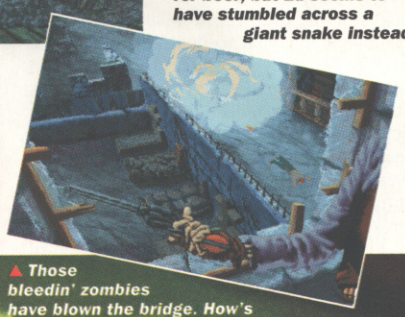


Edward's about to buy the farm thanks to those darned Ellwood brothers. But never mind, he soon comes back to life thanks to his Indian friend.

▲ You never know what you're going to find in a pub cellar, do you? I was hoping for beer, but Ed seems to have stumbled across a giant snake instead.

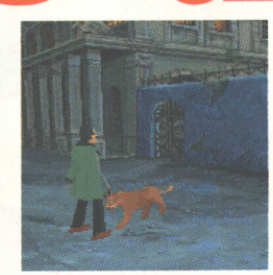


▲ To return to human form, Ed has to find a talisman and return it to the shaman.



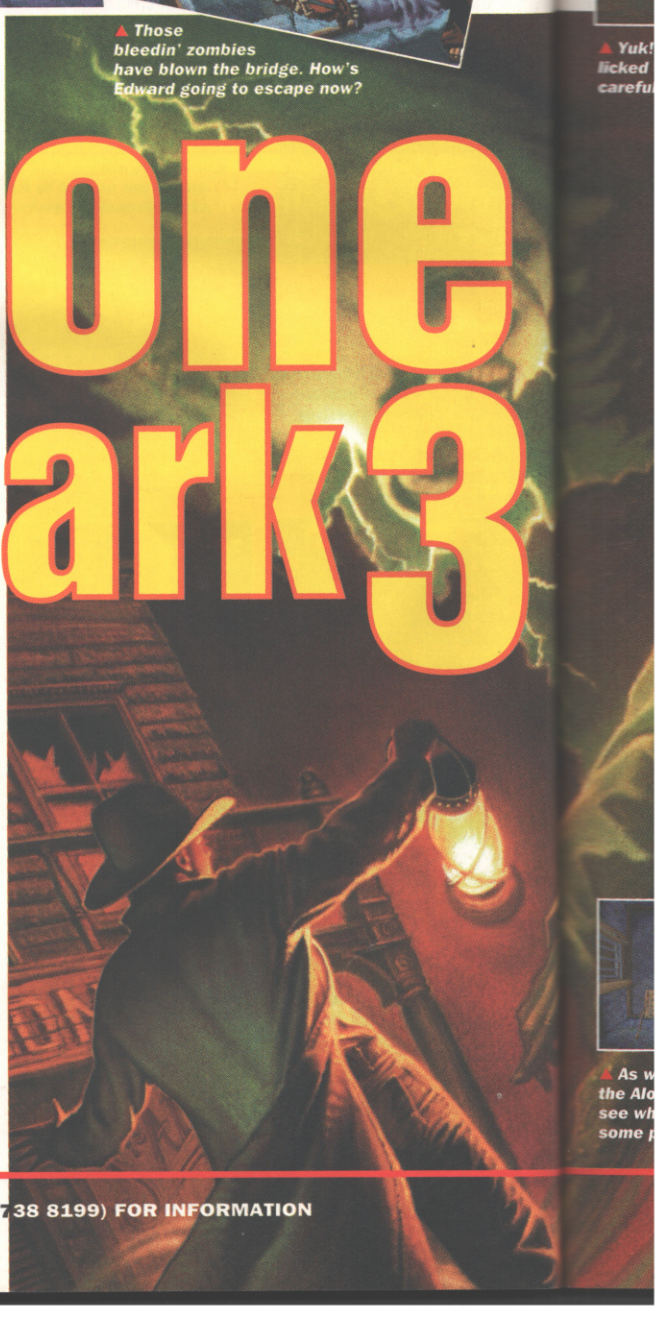
▲ Those bleedin' zombies have blown the bridge. How's Edward going to escape now?

▲ There's only one way out of Slaughter Gulch, and that's the train. Let's hope there aren't any leaves on the line.

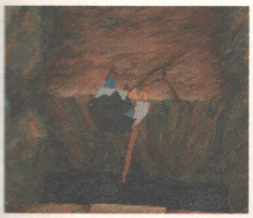


Ed never goes anywhere without his trusty shotgun – even at parties. ▶

▲ Edward gets killed during the game, but is reincarnated as a cougar. The zombies won't recognise him in his new, furry form but don't try attacking them. Guns versus claws? No contest, really.



● GAME BY INFOGRAMMES ● CONTACT INFOGRAMMES (0171-738 8199) FOR INFORMATION



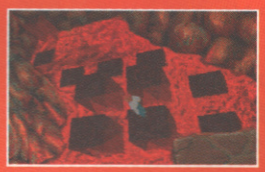
▲ He's an agile chap, our Ed. Nothing like a bit of pole-vaulting, is there?

▲ Yuk! Ed's about to get licked to death if he's not careful. Not pleasant.

GAME FOR A LAVA

1. In this section you have to get Edward to jump from block-to-block without letting him fall into the lava. Easier said than done.

2. Well, there's the door, but the Indian geezer won't let you past. Turn around and jump the other way...



3. It looks a bit hot underfoot. Jumping on certain blocks makes other blocks raise up or sink down. Get the sequence right.

4. The Indian reappears and gives you a helping hand by teleporting you on to the final block and then to safety.

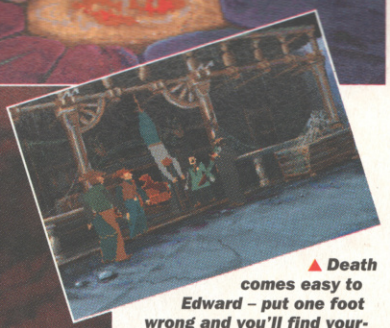
Ed gets up to all sorts of strange things – he even has to make a potion to miniaturise himself. ▶

SECOND OPINION

This is a definite improvement on Alone 1, which was great but a bit on the small side, and Alone 2 in which you got killed far too often. It's big, good looking, atmospheric and challenging. The problem is that some of the puzzles are way too obscure and you have to be standing on exactly the right pixel to pick up or move items, and this gives you a real headache. If you haven't played many adventures you may just find that this one's too hard.

GARY LORD

◀ The Indian shaman will help you defeat the evil cowboy zombies because they desecrated an Indian burial ground. Be nice to him.



▲ Death comes easy to Edward – put one foot wrong and you'll find yourself hanging around with the wrong people.

VERDICT

PC CD-ROM

Alone 3 isn't as spooky as the original, but it's still packed full of atmosphere. It's good to see a return to a more puzzle-based game after the combat-orientated Alone 2, which was too hard. Alone 3 looks lovely and sounds great with its haunting music and speech. Unfortunately, it's let down by an awkward control system which makes it hard for you to pick up some objects. This can be particularly annoying when you're being chased by a monster. Other than that, Alone 3 is a tough game that rounds off the trilogy in style.

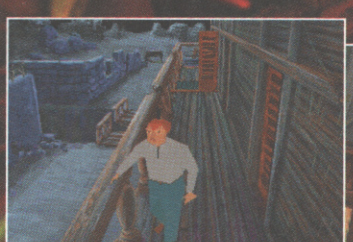
CAL JONES

GRAPHICS	90
SOUND	89
PLAYABILITY	75
VALUE	89

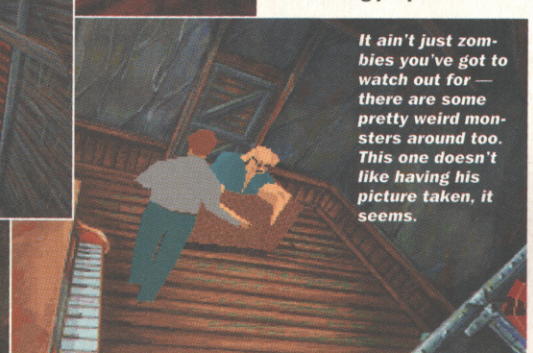
OVERALL

89

▲ As with all the games in the Alone series, you get to see what's going on from some pretty strange angles.



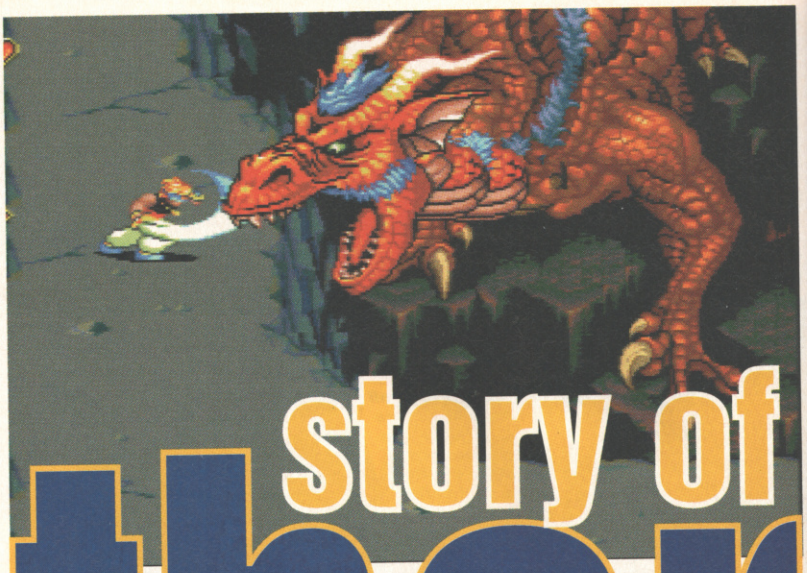
▲ The balcony looks a bit rickety, but Edward's nimble enough not to take a tumble off the side. Maybe he can use it to send a fat zombie crashing to his death?



It ain't just zombies you've got to watch out for — there are some pretty weird monsters around too. This one doesn't like having his picture taken, it seems.

■ Mega Drive
■ Arcade adventure ■ Sega
■ £Unconfirmed ■ Out March
■ No other versions available
■ No other versions planned

story of thor



You think this is a hackathon arcade adventure about the god of thunder, well you'd be right on one account...

There is a saying which runs 'if you want to get ahead, get a hat'. Well, startling new evidence would see that familiar cliché revamped to 'if you want to get ahead, change your name to Ali, buy some baggy kecks and rummage around in caves an awful lot'. It worked for Aladdin (who became, of course, Prince Ali after finding an old lamp) and again for Ali (strangely enough), the hero of this latest title from the people who brought you the Streets of Rage series (which explains Ali's similarity to Axel in close-up), who stumbled upon a magic armlet which controls the elements. Wonder what would've happened if he'd stumbled upon an Uzi and rocket launcher? Doom, probably.

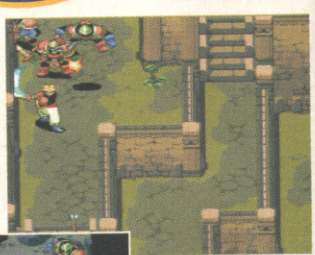
There's always a token price to pay in these situations, however, and so of course Al now finds himself bound to a suicidal mission against the forces of evil. He has to find and unite the four elemental spirits of the armlet and use them to save the whole wide world, before setting himself up in business with his new-found supernatural powers. What a bummer, eh? Poor lad.

This ogre chap may look rather hard – and he is!

▲ This is the first boss you face in the game, and if you don't know any special moves he's very, very rock indeed.

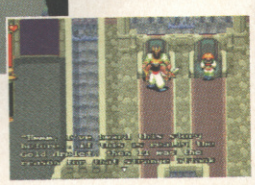
Luckily your enemies can't climb stairs (a bit like the Daleks), so that's one good way to escape. ▼

The easiest way to deal with more than one enemy at a time is to manoeuvre them onto one side of your good self, allowing you to hack away at all of them at the very same time. ▶



▲ That little fire enables you to summon a fire spirit to smash that giant crystal out of your path.

Spawny get! His dad's only the blimmin' king! ▼



PRINCE ALI... THIS IS YOUR LIFE!

This cinematic-esque-style intro tells the true – honest it is, it's TRUE – story of Ali finding a golden armlet, who then tells a tale about the evil silver armlet (boo hiss) whom everyone thought was destroyed in some big barney years ago. But it wasn't. And now some evil bloke's got it. And lucky you, because you've been chosen to single-handedly storm this bloke's castle and put an end to this dastardliness once and for all.

ELEMENTAL AS ANYTHING

The main advantage bestowed upon Ali by his gold armlet is his command of elemental spirits. Each spirit is activated by firing a magic bolt at an example of the element you wish to conjure. Once summoned the element has a variety of powers indiginous to their somatic make-up. Each spirit has three attacks, each of which use varying amounts of Spell Power, depending upon the strength of the attack itself. Once your Spell Power bar is utterly depleted your seraphic chum is outta here until time (or power-ups) returns your arcane energies to their former glory.

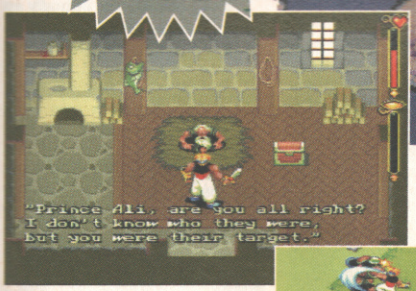
◀ *The Shadow Spirit in full effect.*

▲ *So he did. No, really, that's fasciniating. Blimey, who'd have thought it?*

▲ *Oohoo, it's my little fishy, as the Mary Whitehouse Experience once said. When they were funny. On the radio. Etcetera.*

▲ *Something of a confrontation with an evil-doer here. This sort of thing happens quite frequently in The Story of Thor.*

No Mark! I'm sorry! I'll have my reviews in on time next month! Aieeee!



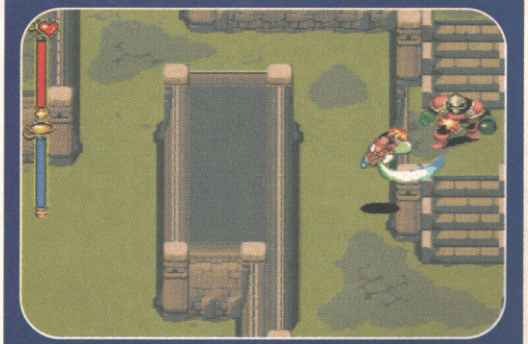
▲ *No! You don't say? I'd never have guessed etc etc.*

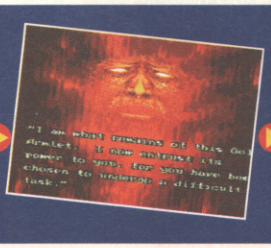
Ali's a bit effective in the fists department ▶

▲ *The Rad Automatic Appreciation Society in full fancy dress at their bi-monthly meeting.*

ALIALITIES

Being warrior Prince Ali is a bit tasty, what with all the weapons you find. To illustrate this there are a number of special attacks for each tool our boy picks up. The trouble is that these moves are very secret, so you have to work out the joypad commands for each one yourself. For example, the sequence forward-back-forward-fire provides a handy three-hit spinning attack with the dagger, but does naff all with any of the other weapons. Given the hordes of monsters you face as the game progresses it certainly pays to take time out to learn the ropes with your new toys.





BAGGY TROUSERS, NUR-NUR-NUR-NUR

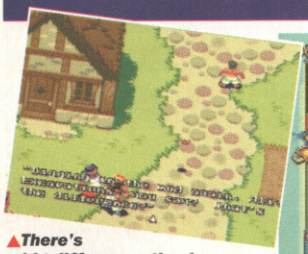
The good thing about the baggy harem pants Ali wears is that they've got loads of room in the pockets. This means our hero can carry a large number of objects at any one time. Most of the objects found in the game are items of food, which replenish either Ali's energy bar or his Spell Power. The other objects are most often weapons, all of which (except his trusty dagger) have only a limited number of charges within them before they brake or run out of ammunition – so use the more powerful weapons sparingly. Finally there are a few bric-a-brac objects which are used only in specific situations. So if you're stuck and you think you've tried everything, just pull out that handy staple gun and let rip (NB – there are actually no staple guns in Story of Thor).

▲ *Of the many evil creatures Ali faces along his travels, the Demon Pontefract Cakes of M'NRanthMar are the deadliest.*

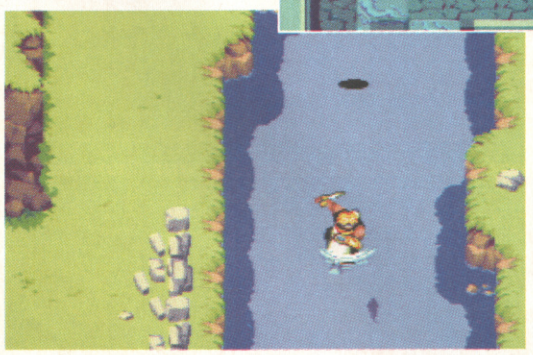
▲ *This is the sort of picture which needs no explanation. Which is a bit of shame, because there's a whacking great caption space here. Anyway, how about "Thor action ahoy!"?*

▲ *Well, that's a map OK. Yes sir. Locations, other locations. Everything you'd expect from a top-class piece of cartography.*

▲ *This scary dragon is one of the biggest and scariest foes you'll face. Watch out for his fiery breath, caused by eating too many Spicy Kebab flavour Doritos.*



▲ *There's a big difference, thank you oh fat peasant. I'm the blinking prince, you know.*



▲ *There are quite a few hazards inherent in wandering through evil-infested waters. Wet socks, dissolving fivers, silt in your undercrackers, you know the sort of thing.*

ALTERNATIVE

MEGA DRIVE

■ Shining Force 2

■ Sega

Ace RPG with a heavy strategy element and likeable characters. A definite classic, but not as action-packed as Thor.

■ NOT PREVIOUSLY REVIEWED

SECOND OPINION

Although, in my opinion, there isn't a console RPG that can touch Zelda on SNES, you've got to hand it to Thor's programmers for having a damn good crack. It's certainly one of the top adventure games for the Mega Drive, being more accessible that the Phantasy Star series, if not quite as playable. I also found it a little easy, but there's a lot in there to discover and it certainly looks like being one of the strongest 16-bit titles Sega has this year. The only fault is that the save points are few and far between, so you're forced to play the game to a certain point at each sitting. But that's just a small flaw in an otherwise excellent game.

MARK PATTERSON

VERDICT

MEGA DRIVE

When we first saw Thor we couldn't help thinking it was a poor man's Zelda, but having played the finished game we realised it is anything but. Thor is actually an action-packed isometric hacking death-a-thon, and one of the most original action games to date. Sure, it does take its cue from Shining Force et al, but Thor has much more of an emphasis on arcade skills than the puzzle element. If you liked the concept of Shining Force or Zelda, but couldn't be bothered with the reams of text and such-like, you can do far worse than giving Thor a spin.

RAD AUTOMATIC

■ GRAPHICS	80
■ SOUND	81
■ PLAYABILITY	87
■ VALUE	90

OVERALL

89

3DO

■ Sports ■ GTE
■ £29.99 ■ Out Now
■ SNES version available
■ No other versions planned

jammit

Yo home-style, jam the scoops with this latest bas-ketballee title. Er, kicking...

Jammit is a game which reveals the devastating affect of American urban decay. Merely a couple of years ago teams of happy inner-city youths gamboled and frisked about on lengthy tarmac basketball courts. This was proved in White Men Can't Jump and other such documents of the age. Now, however, mere braces of players go one-on-one over tiny half-sized courts with only a single basket between them. How a mighty tradition has fallen.

Well, that's what the producers of Jammit would have you believe. You take control of one of three players (the fast one, the strong one and the average one as usual) competing in a series of first-to-21-points games. Each of these characters starts the proceedings with $300 in their pockets (or handbag if you're playing as a lady) which they use as capital to bet on their victory. Once a player is out of dough they're also out of the game and so it's then on to the next, harder opponent. Unless of course it's you who's run out of cash, whereupon 'tis Game Over and you're kicked off the court. As you make your way further and further in to the fun the rules get tighter, and things such as double-point hot spots make their collective presence felt. Team-mates, however, remain somewhat thin on the ground.

▲ Slap the ball from the jaws of the basket or perish.

▲ What a trio of hard street dudes these chaps appear to be.

▲ Whoever scored the last point passes the ball back to the second player at the tip-off.

▲ Why don't you buy Streetfighter Turbo instead?

This is the betting screen. ▶ Bet up to the poorest player's cash total and bankrupt your opponent.

EXTREMELY BAD CLOSE-UP

There's more to scoring baskets than pressing button A and hoping. Should both you and your opponent be in the vicinity of the basket during a scoring attempt the screen switches to a big close-up of the action, with the pair flying through the skies. Use the D-pad and buttons to guide your hand over the ball and snatch it before it's jammed home.

▲ Blimey, just look at the crowd of excited spectators avidly watching.

VERDICT

3DO

You can count the number of 3DO basketball games available on one finger, but that's really no excuse for the game that calls itself Jammit. The controls are unresponsive, the players move criminally slowly and there's no strategy element to speak of whatsoever. If this had been two-on-two it would've been miles better. What you end up with, though, is an endless cycle of run-score-run-score with a few dubious steals in-between, (unless the computer decides your steal was actually a foul). Avoid like the wind.

RAD AUTOMATIC

■ GRAPHICS	72
■ SOUND	85
■ PLAYABILITY	60
■ VALUE	55

OVERALL ■

57

ALTERNATIVE

MEGA DRIVE/A
■ NBA JAM
■ Acclaim/£49.99/£54.99

The best basketball game to appear ever, without the shadowest of doubts. Everyone should have one. And that means YOU.

■ ISSUE 148: 89%
■ ISSUE 148: 88%

● GAME BY GTE INTERACTIVE ● CONTACT 3DO (0181 541 4082) FOR INFORMATION

■ PC

■ Strategy ■ Gremlin
■ £29.99 ■ Out Now
■ Amiga version available
■ No other versions planned

Dodgy deals, backhanders, 'incidents' in night clubs, altercations with fans and a few hundred grand on the gee-gees. It's more than just a game. It's football.

Years of chomping on 'Gunner' burgers and standing on the freezing original North Bank have given me a total immunity to poisons and a hide like a bull elephant. I couldn't give that up, the same way I can't give football management sims up.

One of the criticisms levelled at the previous Premier Manager was that, no matter what your tactics were, the match result was purely down to how good your individual players were. And it didn't even matter who the opposition were – you couldn't score more than four goals.

These are the areas where Premier Manager in its third incarnation has been improved, and although much of the format remains the same, the improvements are significant enough to make a game which, even if you own any of the previous ones, is well worth bothering with.

premier manager 3

▲ Players have individual skill ratings.

▲ The action screen hasn't improved much.

◀ He shoots, he misses! D'oh!

▲ The icon-based interface is very easy to use.

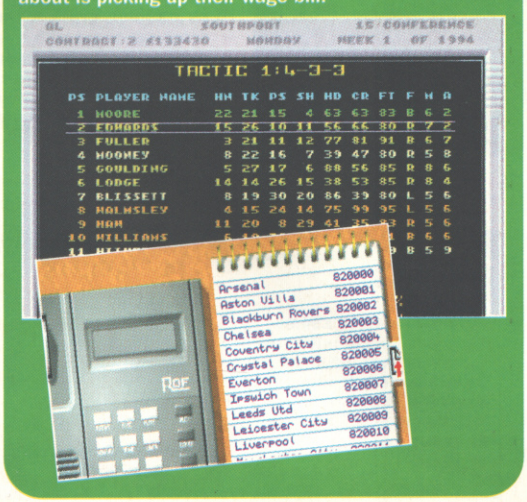
▲ The tactics editor has been vastly improved from the previous versions of the game.

▶ This display shows how a match is progressing and which players are performing well.

▲ Sponsorship is a good way of making a quick buck.

WHEELER DEALERING

Transfers are an integral part of the game. Sometimes you can pick up some real bargains with out-of-contract players, but you get hammered when it comes to signing on fees. The alternative is to sign players on loan; this way you get good quality players for a couple of months and all you have to worry about is picking up their wage bill.



▲ The matches can be viewed in real-time – but who can be bothered with that?

Ground safety has to be improved every time you're promoted. ▶

VERDICT

PC

As you might well have guessed, I'm a real sucker for this type of game, what with liking football a bit and all that. Premier Manager 2, for all it's faults – and they were major ones at that – had me playing for months. I just know this game's going to have the same affect on me. It's detailed, comprehensive, well structured and, most importantly, it has real player names – even if Ian Wright has usually retired by the time you have enough cash to buy him.

MARK PATTERSON

■ GRAPHICS	40
■ SOUND	51
■ PLAYABILITY	90
■ VALUE	91

■ OVERALL

90

● GAME BY GREMLIN ● CONTACT GREMLIN (01742 753423) FOR INFORMATION

AMIGA

Puzzle Psygnosis

£29.99 Out Now

PC version available

No other versions planned

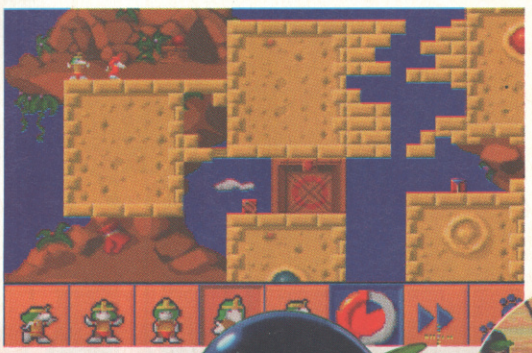
all new world of lemmings

Lining up to kill themselves once more those loveable lemmings are back for a third instalment...

Lemmings was rejected by numerous software houses until Psygnosis snapped it up way back in 1991. Since then it's gone on to become one of the most successful computer titles ever.

Despite All New World of Lemmings also being known as Lemmings 3, there have already been three previous Lemming 'sequels': Christmas Lemmings, Lemmings 2 and Holiday Lemmings. All these titles followed the format of the original, where the tiny and simply drawn lemmings had to be guided from one side of a level to the other, using their individual skills to avoid the traps in the process. So there were builder lemmings to build bridges over chasms, for instance, and blocker lemmings to stop the little ones walking towards death.

All New World of Lemmings maintains the same format but the execution is radically different. The lemmings are larger and cuter thanks to a dumpy baby-like look. It's now even more heartbreaking to see them tumble into oblivion. The other major difference is the icon panel where the lemmings are controlled. The myriad of ability icons has gone and in its place is a simple 'use' icon. Now, instead of cycling through the icons, the abilities needed for the lemmings to complete a level are found scattered about the playfield. Once collected, all that needs to be done is to click on the 'use' icon, and then on the lemming that found the ability and away he'll go. Far simpler.



◀ Use the fast-forward button to prevent boredom when there's only one lemming left to guide to safety and he's in no danger.

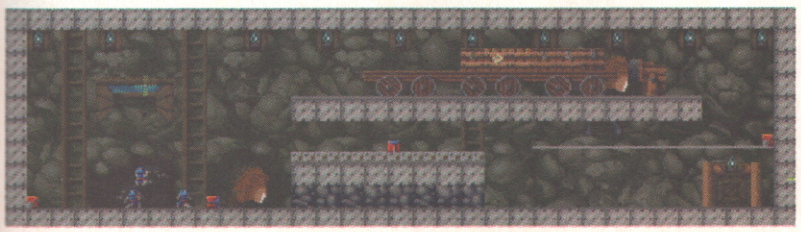
▼ Three tribes from Lemmings 2 have made it to the third game. The lemming sprites are larger and cuter than before too.

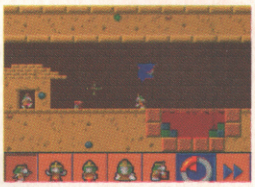
Blockers no longer have to be nuked to allow others to pass. Simply click on them and they'll become a walker once more. ▶

Psygnosis plans on releasing data disks for ANWL. ▼

▲ Use the bridge tool to cross chasms.

▲ Each of the three tribes have 30 different levels to progress through.





▲ Each tribe starts with 10 lemmings, but you can find and rescue more later.

▲ Levels can now be saved, so no more keying in rather long passwords.

ALTERNATIVE

MEGA DRIVE

The Lost Vikings

Interplay/£39.99

Similar action here as you have to guide three lost vikings, each with a different ability, around a number of platform-based levels avoiding the hazards in the process.

ISSUE 147: 88%

VERDICT

AMIGA

Lemmings was a stroke of genius but the sequel was a bit of a cash in. I was therefore expecting more of the same here, but All New World of Lemmings is full of originality while maintaining the playability of the previous games. The graphics and sound are still average, especially that wonderfully crap supermarket muzak, but the playability has been enhanced by the easier-to-see lemmings and the much simpler to use icon control panel. Brilliant stuff and it could well start the Lemmings phenomenon once again.

RIK SKEWS

GRAPHICS	65
SOUND	69
PLAYABILITY	88
VALUE	86

OVERALL

87

● GAME BY DMA DESIGN ● CONTACT PSYGNOSIS (0151-709 5755) FOR INFORMATION

■ JAGUAR

■ Shoot-'em-up ■ Atari
■ £54.99 ■ Out Now
■ No other versions available
■ No other versions planned

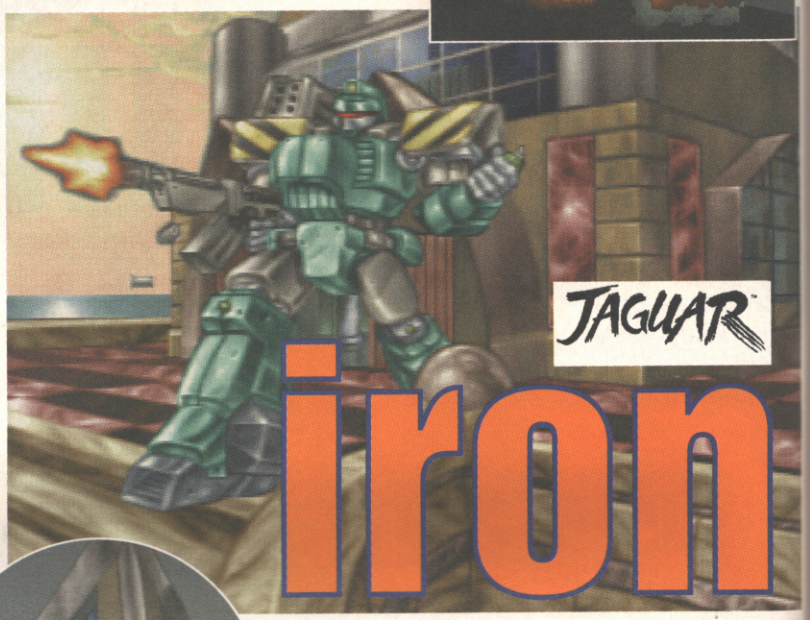
Adding an Iron Soldier into its Jaguar armoury Atari hopes to blow away the opposition; it's loaded and aimed but can we find that fire button? Can we hell...

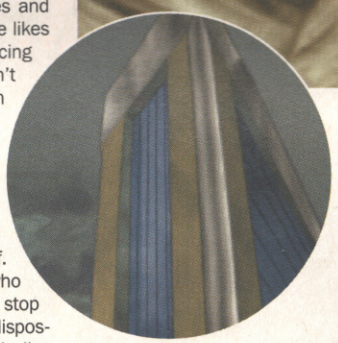
There's a lot to be said for square-shaped things, Smiths decided in the early Eighties that we needed to to have our crisps square shaped. Then later in that great decade Tetley did the opposite and decided that the perfectly-OK square tea bag would be better if it was round (as mugs were round). What did I care, I had a teapot. Then games makers went overboard on squares and made polygon-based racers and shoot-'em-ups, from the likes of Red Zone, Urban Strike and the fomidable Virtua Racing Deluxe. The latter is of course on 32X, and Atari hasn't managed to come up with a decent polygon racer on Jaguar as Club Drive and Chequered Flag are testament to: issue 157, both scoring 72%.

It's a new issue now though, and Atari has a new square challenger to Sega's 32X Metal Head (page 90) in the guise of Iron Soldier. The idea here is that you take on the role of a huge, metal, android-type affair that the resistance (the good guys) have control of. You must try and stop the subversive Iron Corporation who are trying to take control of the world, or something. To stop the enemy you have to roam around a 3D enviroment disposing of various tanks, helicopters and surface-to-air missiles while completing your mission brief. Weapons and energy supplies are hidden in various intstalllations which can be destroyed with a quick smash of your iron fist.

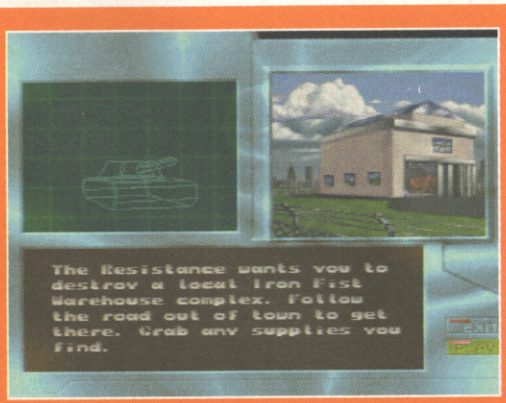
◀ *Take it to the bridge. And then destroy it.*

It's a difficult decision. ▶



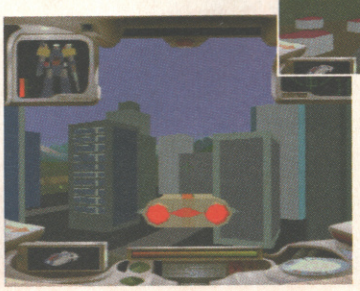


▲ *Destroy buildings and you might find some vital supplies.*



IT'S A MISSION JIM, BUT NOT AS WE KNOW IT

The mission briefings are not totally dissimilare to the Strike series of games and Red Zone, but that's no bad thing as those game were real crackers.

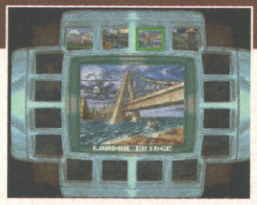


◀ *Missions can be tricky to say the least.*

● GAME BY ATARI ● CONTACT ATARI (0753 533344) FOR INFORMATION

▼ The best graphical element has to be the choppers.

▲ Various weapons can be selected, from grenades, assault rifles to gattling guns and pure brute force.



▲ As you progress all the missions will appear.

▲ One second it's one big helicopter, next it's hundreds of helicopter bits.

soldier

▲ Things get tricky on the midnight raid, as funnily enough it's in the dark.

ALTERNATIVE

MEGA DRIVE 32X

■ Metal Head

■ Sega/£49.99

Technically the best looking game to be seen on Sega's latest Mega Drive add ono. Remarkably similar in look and gameplay to Iron Soldier, only better in both areas.

■ THIS ISSUE: PAGE 90

SECOND OPINION

These big robot games are usually quite a crack, but for some reason Iron Soldier just falls short. It's not a disaster by any means, the missions are well structured and, unlike Metal Head, there's always something on screen to have a pop at. It's just that it's a little dull and repetitive. There are some nice graphic touches too, such as the texture mapping on some objects, but when you compare it to the 32X game, well, that just looks a whole lot better. Software-strapped Jag owners will probably find some solace in this until something else turns up, but if you're not that desperate, then there's no need to rush out and buy this.

MARK PATTERSON

VERDICT

JAGUAR

Iron Soldier isn't a bad game, it is also not a good game. The reason for this is that there's not one element that makes you sit up and say 'wow!', especially as this is on a 64-bit machine. To be fair also some of the graphics are good too, the rotoscoping helicopters for example. But the sum of these parts do not add up to a good game. The control method is far from intuitive, the movement is slow and at times unresponsive, the missions often unclear as to how the objective is to be attained. No cigar I'm afraid Atari.

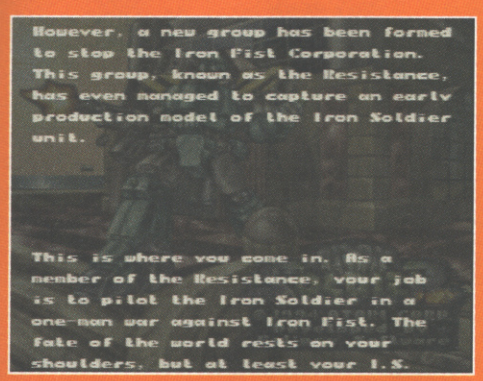
GARY LORD

■ GRAPHICS	83
■ SOUND	70
■ PLAYABILITY	78
■ VALUE	82

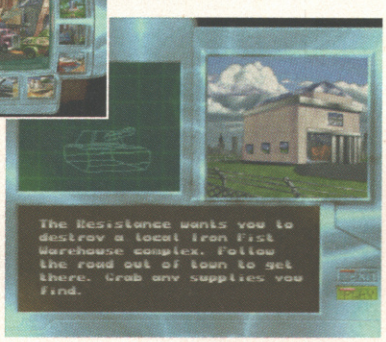
OVERALL ■ **78**

OH, QUICK, WE NEED AN INTRO...

All right, we're not expecting an FMV affair, but surely we could do better thzan reams of superflous text, don'tcha agree?



▼ Mission one, and tanks a lot for the picture Atari.



▲ All the missions, none of which leave you particularly wanting more of the same.

AMIGA

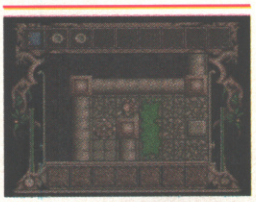
Adventure ■ Vulcan Software
£34.99 ■ Out Now
No other versions available
No other versions planned

valhalla – before the war

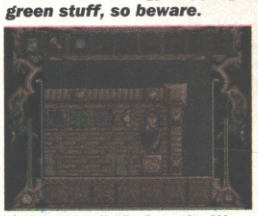
It was a case of love at first sight or complete loathing for Vulcan's first Valhalla game, how will its second talkie adventure for the Amiga fare...

With the likes of Time Warner, BMG and all the other big boys muscling in on the software world of late, it seems that the days of one lone programmer beavering away in their dingy bedroom has long gone. Vulcan Software changed all that with their first title, Valhalla and the Lords of Infinity, released mid way through last year. A top–down RPG in the Zelda style, Valhalla was one of the few games which completely divided reviewers, with marks ranging from around 20% to over 90%. One thing that was agreed though, was that the speech was rather smart (although hearing 'It's in my pocket!' once too often led to a number of people losing it completely) and Valhalla became known as the Amiga's first ever speech adventure.

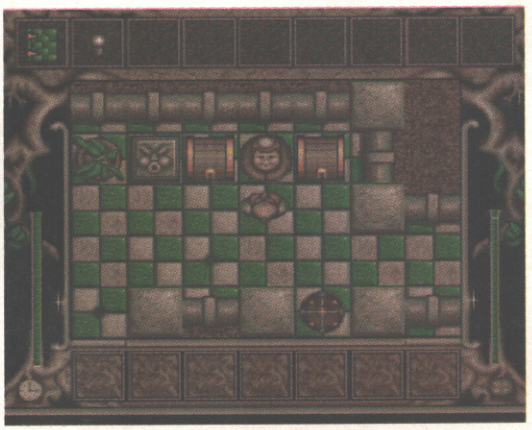
Now Vulcan is back with an Indiana-Jones-stylee Valhalla, Before the War designed as a prequel to the first game. As Infinity's mentor the player has to progress through four sizable levels packed with all manner of creatures, traps and puzzles. There's more speech this time round (about 4Mb worth apparently), an introduction and a very well-organised disk system which prevents any swapping once a level is loaded. But does it play any better, eh?



▲ Watch out there's a Humphrey about! Actually there's this energy-sapping green stuff, so beware.

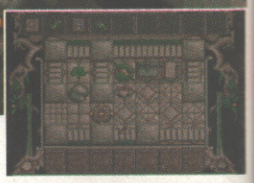


▲ Graphically Before the War is poor but the 4Mb of speech and atmospheric music redeems things somewhat.



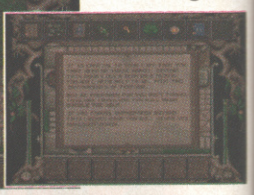
Using the eye icon will not only make Infinity's mentor look at something, but also initiate a conversation if that something he's starring at is talkative. ◀

▲ Unusually for an intro the graphics are poor and consist of just this one barely animated scene.



▲ There's a host of catchy new quips, but nothing as memorable as 'It's in my pocket!' from the original.

▲ Just like the first game, Valhalla consists of lots of small puzzles of the 'oh dear there's a locked door, that means there must be a difficult-to-get-to key nearby' variety.



▲ Some books provide useful info, but others only contain the odd clue.

VERDICT

AMIGA

Before the War proves small teams can't compete with the big boys when it comes to producing adventure games. Even Monkey Island 2, which is now four years old, plops on this game. The graphics here just aren't good enough for this style of game compared to LucasArts et al, although the sound is commendable and it's good to see Vulcan has listened to criticism of the first game and introduced more variety in the dialogue. My main complaint though, is that there isn't enough game on offer, especially for the asking price.

RIK SKEWS

GRAPHICS	52
SOUND	89
PLAYABILITY	67
VALUE	64

OVERALL

61

ALTERNATIVE

MEGA-CD

Snatcher
Konami/£39.99

Bizarre, utterly weird and very Japanese RPG. Somehow managing to blend humour with gallons of gore, Snatcher is a game that's more appealing than ma's cherry and blackcurrant crumble.

ISSUE 158: 90%

● GAME BY VULCAN SOFTWARE ● CONTACT VULCAN SOFTWARE (01705 760269) FOR INFORMATION

MEGA DRIVE

■ Racing ■ Electronic Arts
■ £Unconfirmed ■ Out Now
■ 3DO version also available
■ No other versions planned

road rash

Things come in threes: buses, celebrity deaths, natural disasters and EA Road Rash games, not that any of these are related of course.

There's been a rash (ahem) of sequels from EA, but then as the saying goes: 'if it's not broke, make another one', or something. That seems to be EA's way of thinking at least. Now those of you lucky enough to own a 3DO will no doubt have a version of this motorbike racing game, and this Mega Drive sequel certainly alludes to the Road Rash 3DO, with digitised player screens popping up after each race, and if you get busted by the law a copper (or bobby if you're in Blighty) scrawls you a ticket. The EA drama department has obviously had a lot of fun dressing up extras in the police uniforms of the five countries that you race in: Italia, Brazil, Eng-er-land, Germany and Kenya. It's important to remember where in the world you're riding so that you know which way the on-coming traffic is going to hit you.

Various obstacles are sent to cross the road to try and test you, zebras, cows, hens, zulu tribesmen et al, and various implements are there to be collected with the view to beating your fellow opponents to a proverbial pulp while police helicopters buzz overhead in a Ridge Racer stylee. The better you do the more dosh you earn, which can then be spent, as usual, in the bike shop either upgrading your current set of wheels or if you've been bloody fast round the track you can treat yourself to a superbike, fab eh?

Lichtenstein spot FX are in residence in Rash III. ▶

▲ *Watch out for various animals running across the road. They send you flying if you hit them.*

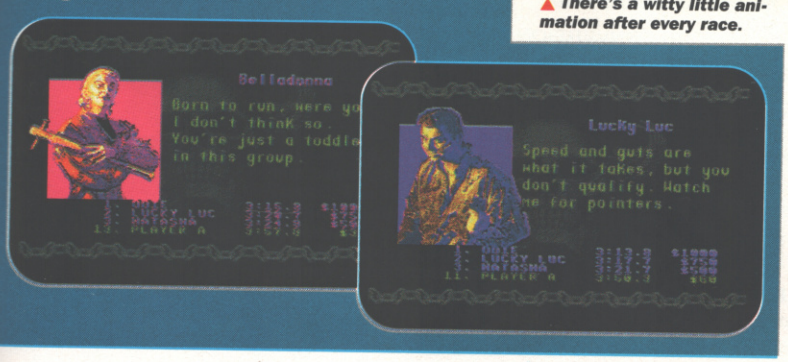
▲ *They drive on the right in every country apart from England.*

◀ *As in Ridge Racer a helicopter flies overhead. Not bad for the Mega Drive, eh?*

▲ *There's a witty little animation after every race.*

OH, DON'T THEY LOOK BUTCH LARRY?

Your fellow racers aren't exactly mealy mouthed, and the best way to get rid of one is knock them in to on-coming traffic.



VERDICT

MEGA DRIVE

OK, it's Road Rash again, looking oh so pretty with a new selection of tracks, obstacles, gimmicks and weapons to hit peeps with. 3DO-style cut screens have been introed to make it look dead trendy, but notwithstanding these enhancements – new soundtracks and so on – this is essentially the same game. Subsequently the old adage applies, if you havn't got the earlier version then it's worth a purchase if motorbike racing and clobbering games are your thang, otherwise look for something else to tickle Mrs Fancy.

GARY LORD

GRAPHICS	85
SOUND	87
PLAYABILITY	80
VALUE	72

OVERALL

83

OTHER VERSIONS

This was one of the first 3DO games that made us sit up and say 'thank god' for some bloody decent software. Oodles of FMV footage and digitised traffic for that effect that all games are striving for: realism. The realistic effects add to the gameplay and a it's classic purchase for a new machine.

3DO
● ISSUE 155 ● 91%

● GAME BY EA ● CONTACT EA (01753 549442) FOR INFORMATION

GOLDEN JOYSTICKS AWARDS 1995

EMAP Images honours the greatest achievements of the games industry annually with our glittering Golden Joysticks awards. These prized trophies are honoured by the industry more than any others - because they're the only awards that you, the readers, vote for. And the time has come once again for us to poll our readers. Simply fill in the form below and send it off to: Golden Joysticks 1995, c/o Marketing Department, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Every entrant for the awards is automatically entered into a special prize draw, and the winner walks away with £500 worth of software for his or her machine!

vote now and you could win £500 worth of software!

CONSOLE CATEGORIES

1. BEST CONSOLE SIMULATION
Vote for your favourite flight simulation, driving sim, sports game... the choice is yours.
2. BEST LICENSED CONSOLE GAME
Which arcade conversion, officially licensed title or movie tie-in appealed to you the most in 1994?
3. BEST ORIGINAL CONSOLE GAME
What was your favourite game of the year which DIDN'T rely on an official license?
4. CONSOLE GAME OF THE YEAR
Think back... back! What was your absolute favourite game this year?
5. HAND HELD GAME OF THE YEAR
Hand-helds are quickly becoming a major force in the videogames market. Which game do you think was the best in 1994?
6. SOFTWARE HOUSE OF THE YEAR
One of our most prestigious awards. Which games producer do YOU think has maintained the greatest quality and produced the best games in 1994?
7. BEST AD OF THE YEAR
A decent marketing campaign can be the make or break of a particular game or brand. Which advert in particular stood out for you? It could be a game ad, hardware ad - on TV, radio or in the games magazines.
8. BEST ORIGINAL CONSOLE ACTION GAME
Action games are the staple diet of most console games players. This category allows you to vote for the most original, quality game.
9. CONSOLE PROGRAMMER OF THE YEAR
Programmers always used to be the unsung heroes of the console industry. This award is for you to choose who think the best programmers of 1994 are.

COMPUTER CATEGORIES

1. BEST COMPUTER STRATEGY/SIMULATION
This category covers many several genres, specifically: racing simulations, flight sims and war games. Vote for your favourite of 1994 here.
2. BEST LICENSED COMPUTER GAME
Which arcade conversion, officially licensed title or movie tie-in appealed to you the most in 1994?
3. BEST ORIGINAL COMPUTER GAME
What was your favourite game of the year which DIDN T rely on an official license?
4. BEST MULTI MEDIA GAME
The huge storage space of CD-ROM has enabled programmers to create incredible software that just couldn't be done on a normal, floppy disc based machine. Which CD title would you rate as the best of the year?
5. BEST ADVENTURE GAME
The adventure game market has remained extremely strong over the last year with some very commendable releases for all computers. Choose your favourite here.
6. BEST ARCADE CONVERSION GAME
Conversions of arcade games are as popular as ever - vote for your favourite of 1994 here.
7. COMPUTER GAME OF THE YEAR
Which game overall would you rank as the greatest of 1994?
8. SOFTWARE HOUSE OF THE YEAR
One of our most prestigious awards. Which games producer do YOU think has maintained the greatest quality and produced the best games in 1994?
9. BEST COMPUTER PROGRAMMER OF THE YEAR
As well as bestowing awards on the software houses and the games themselves, we can't forget some of the most important people in the industry - the people who program the games. Which individual or team do you rate as the best programmer(s) of the year?
10. BEST AD OF THE YEAR
A decent marketing campaign can be the make or break of a particular game or brand. Which advert in particular stood out for you? It could be a game ad, hardware ad - on TV, radio or in the games magazines.

PRIZE DRAW FORM

Name:.....

Address:.....

Telephone Number:.....

Machine Owned:.....

■ 3DO

■ Shoot-'em-up ■ American Laser Games ■ £44.99 ■ Out Now

■ Mega CD version also available
■ No other versions planned

Crime control

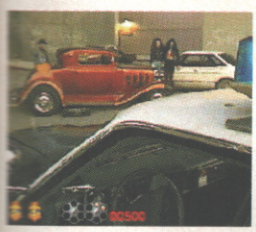
Give the bad guys an unhealthy dose of lead poisoning in American Laser Games' latest arcade conversion for the 3DO...

They say simple games are the best. If that's true Crime Patrol should be excellent, because it makes Forrest Gump look intelligent. The gameplay is similar to Operation Wolf and Lethal Enforcers and follows the format of American's Laser Games previous 3DO titles, notably Mad Dog McCree where the player simply watches loads of live action video streamed off the CD and shoots any bad guys before they shoot back. A lightgun is recommended to prise the most enjoyment out of the game, either that or a really good joypad.

Starting off as a rookie, the aim is to gain promotion and eliminate a major threat to national security. Along the way gang members, armed robbers, drug dealers and National Lottery hosts must be blown away. These guys are not completely stupid and hide behind many of the background objects to avoid your gunfire. Unfortunately, innocent civilians are often cowering behind objects too, and a couple of misplaced bullets soon puts an end to them, but don't expect a promotion, or a successful mission after that.

▲ The first level has minimal delay while the CD is accessing but later levels are incredibly slow.

Despite being shot three times this bloke can still manage a spectacular leap over the car. ▶



▲ Hone your shooting skills on the very dull and poorly drawn shooting range.

▲ Reload by moving the cursor to the bottom of the screen or by firing the lightgun away from it.

PARTNER, WHAT PARTNER?

The partner you get depends on which level of the game you've reached, but they all have something in common – an uncanny ability to bottle it as soon as the going gets tough!

Whoa, we've muscled in on two dodgy geezers, time for my partner's exit

Looks like danger so guess whose blur that is zipping off to safety?

Here my partner warns me about the electric fence but not the waiting baddies.

My partner nips off for a sandwich while I have to deal with the bullets.

ALTERNATIVE

MEGA CD

■ Lethal Enforcers
■ Konami/£64.99

Pricey but accurate conversion of the classic Konami arcade blaster. Includes a 'free' gun which is far more accuracte that the 3DO one. There's also a cartridge version out.

■ ISSUE 144: 80%

VERDICT

3DO

Crime Patrol and the rest of American Laser Games' titles work fine as arcade games that you just shove a quid into now and again. But they suck on home machines because of aiming problems and repetitive gameplay. Shelling out £50 for the game and about the same for a gun just isn't on, And with an infinite continues option you'll probably complete this in under a day. Still, it's an improvement over the likes of Mad Dog McCree thanks to its tighter disc accessing and better accuracy. But that isn't saying much is it?

RIK SKEWS

■ GRAPHICS	75
■ SOUND	90
■ PLAYABILITY	50
■ VALUE	44

OVERALL ■

55

● GAME BY AMERICAN LASER GAMES ● CONTACT 3DO (0181 541 4082) FOR INFORMATION

■ 32X

■ Shoot-'em-up ■ Sega
■ £49.99 ■ Out April
■ No other version available
■ No other versions planned

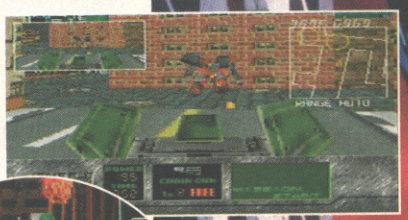
metal

MEGA DRIVE 32X

They're coming! The men in the big metal suits are coming! Aiiieeee!

Let's face it, if the future ever does see a robotic suit which can be used for military operations, someone in Hollywood is going to make a film about terrorists nicking it and using it for their own evil needs. When concorde came out, they made a film about stereotypical terrorists with big moustaches hijacking it. When bullet trains became big in Japan, a 'terrorist on train' film appeared. And with the Channel Tunnel about to open, apparently Rutger Hauer is to play a terrorist with a 'tache out to blow it up. Well, jumping the boat slightly, Sega's vision of the future incorporates metallic robosuits which have been snatched by terrorists, leaving the player and their suit as Earth's last hope.

Boasting the most detailed 3D on the 32X to date, Metal Head drops the player and their suit into the midst of a series of dangerous scenarios. From then on, it's a matter of survival as the player trots along the streets picking off the enemy troops and exchanging fire with the assortment of jeeps, tanks, planes and mechsuits the baddies have nicked along the way. Armed with the standard-issue lasers and missiles, a predetermined number of enemy vehicles must be destroyed before access to the next stage is granted. However, as the game progresses, the enemy forces grow in number and intelligence. It was never like this in Robocop!



Trapped against the wall, the enemy mech unit is real easy prey.

▲ The later missions add a more strategic element to the action, with the addition of data-retrieval and timed tasks.

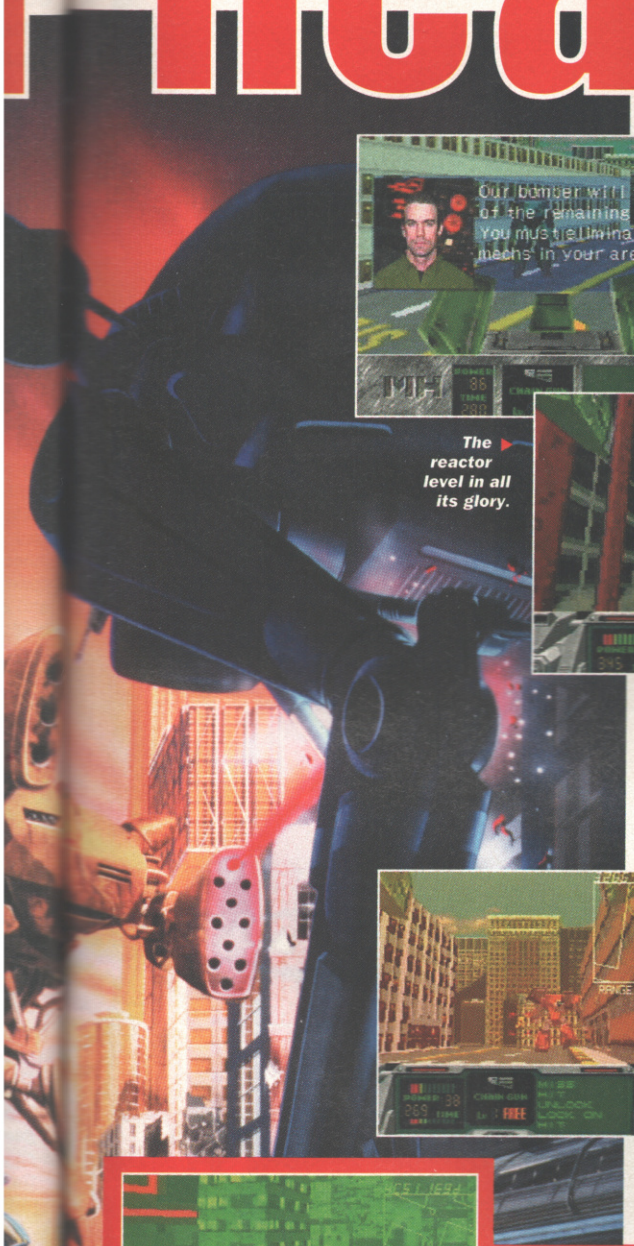
▲ The distant view allows the player a better look at what's just around the corner.

LOOK AT IT THIS WAY...

Echoing the techniques used in Sega's Virtua series, Metal head allows the player to view the action from one of four positions. The first is through the viewport of the mech unit and details the on-coming bad guys in glorious close-up, while the second is seen from somewhere under the unit's armpits, with the two moving limbs on show. A wider view of the action is offered from a shouldercam, but by far the most useful point for reference is the bird's eye view which displays the unit and the surrounding area from afar.

● GAME BY SEGA ● CONTACT SEGA (0171-373 3000) FOR INFORMATION

head



A pensive moment when a rogue droid is caught smoking behind the chemistry lab.

The detailed digitised graphics are superb.

Mission updates are offered by a selection of oddball scientist types.

The reactor level in all its glory.

The 'piggy back' viewpoint.

A hit! A palpable hit!

The mechanoid equivalent to the gunfight at the OK coral! Rapid fire is the order of the day here.

The map can be enlarged if the screen becomes busy.

SECOND OPINION

While Metal Head looks incredible, I can't help but feel the gameplay is a little, well, flawed. You're normally only attacked by one thing at a time, which doesn't give you much of a chance to put your robotic skills to the test. Worst of all, when you destroy an enemy it flies apart in a very unconvincing manner. Surely it wouldn't have taken much effort to put in a few explosions. Still, it's good to see a decent 32X game after the Space Harrier and Afterburner debacles. Let's hope Sega can keep putting its new toy to good use.

MARK PATTERSON

ALTERNATIVE

SNES

- **Vortex**
- **Sony/£44.99**

No texture mapping, but plenty of action in this FX-powered shoot-'em-up. Not quite as good as Starwing, then again, not much is. It should be cheaper now too.

- **ISSUE 155: 89%**

VERDICT

32X

This is the most impressive-looking 32X game yet. The game itself is very playable, with a number of varied missions on offer. There are a few problems, though, and these stop Metal Head being a complete classic. The graphics get a little indistinct and cluttered, making the game occasionally confusing to play, and buildings often pop out of no where, complicating matters further. There's enough lasting appeal and extra weapons to keep people busy though, and the good far outweighs the bad. Well worth a look.

STEVE MERRETT

GRAPHICS	89
SOUND	89
PLAYABILITY	87
VALUE	83

OVERALL

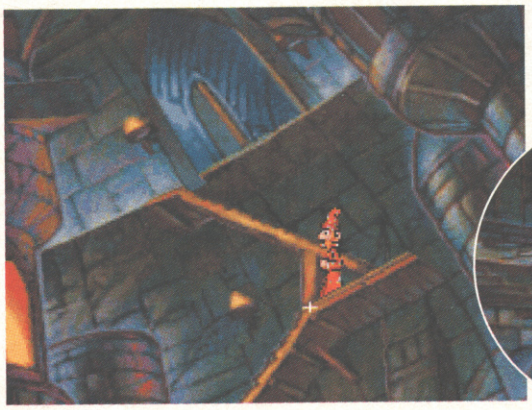
87

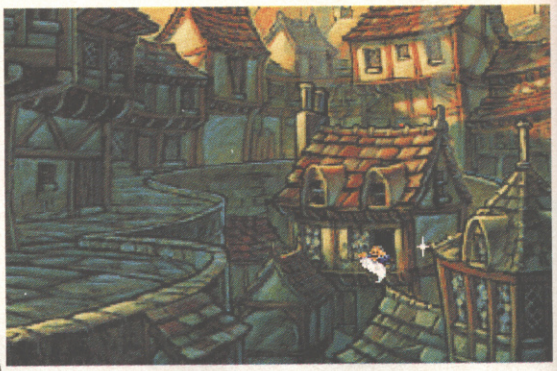
EXTRAS, EXTRAS

Forget high scores, in Metal Head 'Kill Points' are what it's all about. For every thing you blow up, the time left in a level, and unused weaponry, you are awarded a number of credits which can be swapped in a special shop for better attachments for your mech unit. There's a chaingun for your right arm, and several similar updates which culminate in a rather smart laser device. Also on offer are a selection of mines, extra armour and a night-vision camera (pictured here) for those dark nights.

■ PC CD-ROM
■ Adventure ■ Psygnosis
■ £Unconfirmed ■ Out Now
■ No other versions available
■ PC disk version planned

CVG HIT!





Be afraid, be very, very afraid. Some of the most dangerous characters ever to top the best seller list are about to come alive on your PC – you could die laughing...

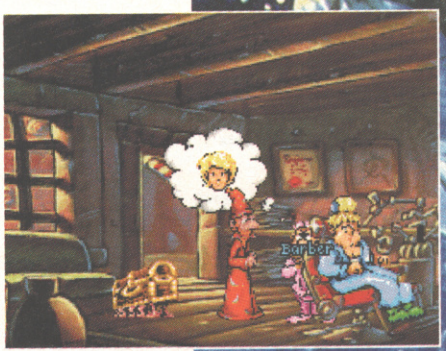
Or alternatively you might strain your facial muscles as your brow knots and mouth develops a constant smirk as you try to keep your brain in serious mode while being bombarded with funny, and occasionally awful one-liners.

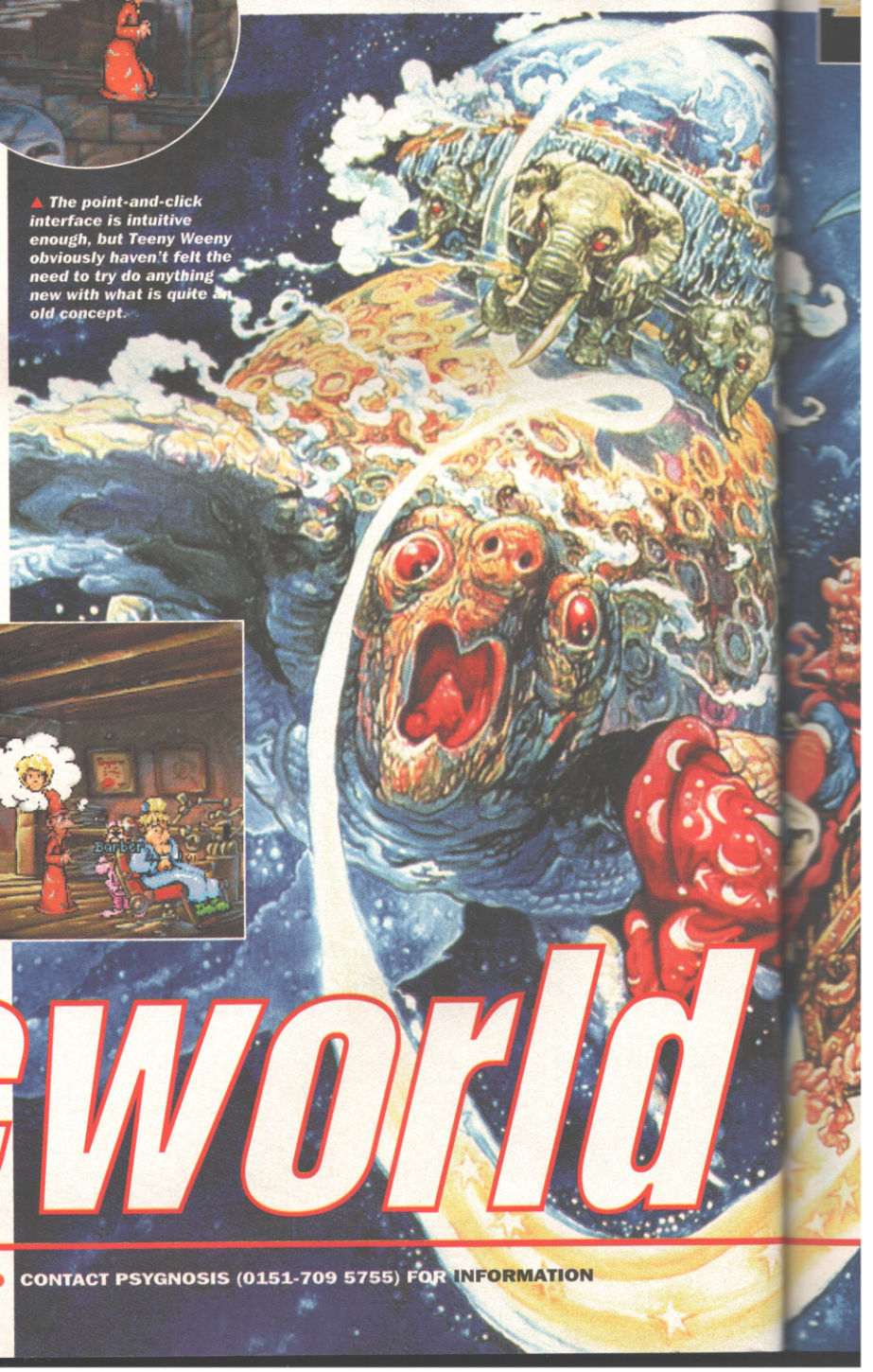
The enormity of producing a game based on the Discworld is something which really needs putting into perspective. Firstly, you're talking about some of the funniest, and genuinely clever pieces of literature to appear this century. If you think we're exaggerating, just look at the best sellers list for the past decade. Being popular is one thing, but being able to guarantee each book will sell several million in this country really says something.

Secondly, there's already been a Discworld game. The Colour Of Magic appeared back in the 8-bit days and wasn't funny. It wasn't that good a game either, which probably explained why Terry Pratchett took a lot of convincing that, yes, another game would be a good idea and that most people who own computers these days are literate.

He agreed, acted as grand arbiter of the project, offering plenty of yaying and naying and generally helping to avoid the grand cock-up this could well have been. And the result? See for yourself, it's bloody impressive.

▲ *The point-and-click interface is intuitive enough, but Teeny Weeny obviously haven't felt the need to try do anything new with what is quite an old concept.*



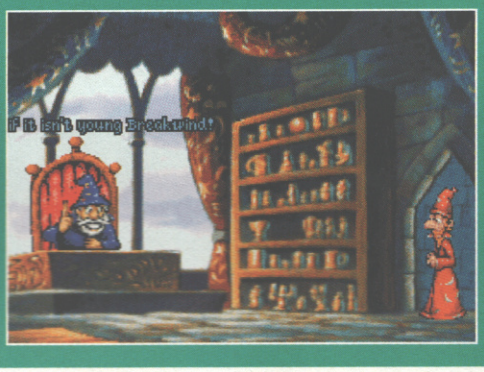


discworld

● GAME BY TEENY WEENY GAMES ● CONTACT PSYGNOSIS (0151-709 5755) FOR INFORMATION

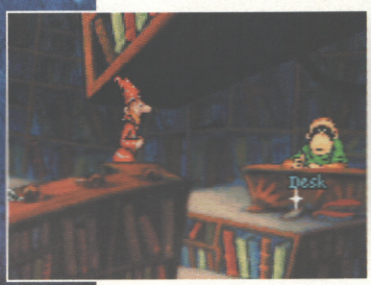
THE IMPORTANCE OF BEING RINCEWIND

The hero of the game is Rincewind, the Discworld's crappest magician, but makes up any lost ground with an uncanny immunity to Death. Rather than just feed the other characters formula lines when he's questioning them, a bank of icons lets you choose how to respond, be it friendly, hostile or sarcastic.



▲ *All of Discworld's graphics are drawn very much in the style of Josh Kirby, who aficionados of the books will know, does all the cover illustrations.*

Interacting with other characters is a major part of the game. Most people have something you need, but nothing's free in the city of Ankh-Morpork. ▼



The standard of dialogue fluctuates throughout the game and sometimes you get the feeling that the script writers spent more time watching Monty Python vids than reading Discworld novels. ▼

◀ *Much of the books' humour is in the narrative, something which couldn't be translated into the game.*

▲ *If there's one criticism you can level at this game it's that you spend a little too much time listening to conversations rather than actually playing the game.*

discworld

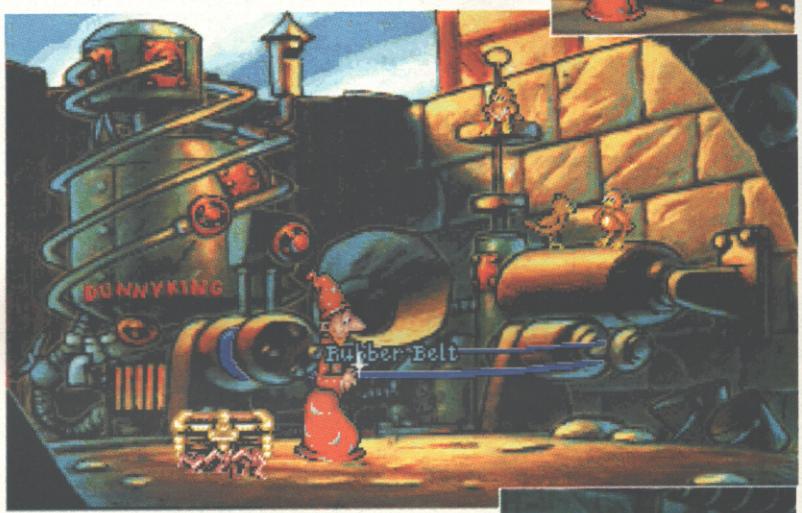
BUY BRITISH!

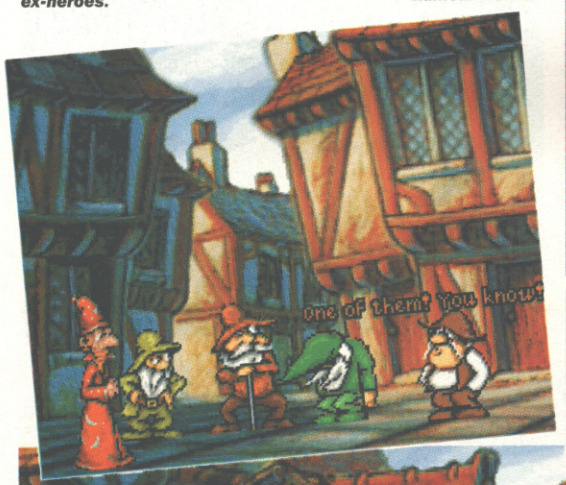
Another important thing about Discworld is it shows, along with games like Simon The Sorcerer, that us Brits still know a thing or two about producing a decent adventure game. Sierra and LucasArts have both been on top for too long, and there's certainly a few lessons for them to learn in this game.

▼ You don't really see much of the wizards at the Unseen University.

▼ Old people, eh? These codgers are mouthy ex-heroes.

It is quite easy to get stuck early on in the game, especially if you're not familiar with the way the humour works. ▶

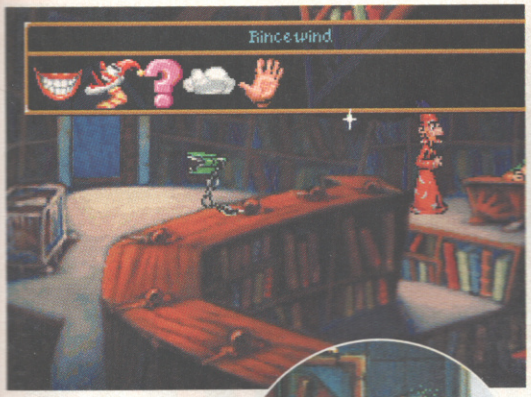




◀ Do you give him some money? Will he help you?

▲ The Luggage follows you to hell and back.

▲ Cut Me Own Throat Dibbler – the Discworld's very own Arfur Daley.



The luggage provides the computer world with its first mobile inventory. Or perhaps that should be malevolent entity...

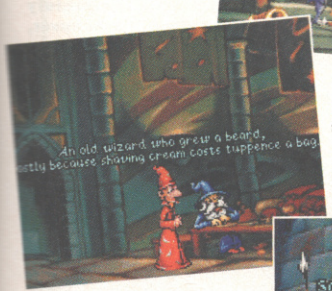
DR WHO?

The voice talent for the CD-ROM version has been supplied by John Pertwee, Tony Robinson, Kate Robbins and headed by Eric Idle as Rincewind. Together they produce almost every regional dialect this country has to offer, but for some reason, whether he's being Welsh, Maccum, Scottish or Irish, Tony Robinson sounds like, well, Tony Robinson really.

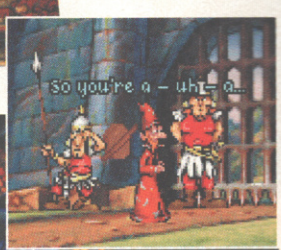
Just like in the books, Rincewind is utterly crap at magic.

The game's characters all hold the keys to specific problems.

The subtitles can be switched off, which is just as well as they do get in the way sometimes.



Old wizards tend to ramble – that's when they're not stuffing their faces.



Most of the familiar characters are in the game including, thankfully, the Librarian who, for some reason, wears a green cloth which, in the books at least, is usually reserved for bathtime. (PS The Librarian is an orangutan and we are not perverts.)

The game is staggeringly huge, with three main parts and one huge story.

SECOND OPINION

Never having read a Terry Pratchett book in my life, I wasn't as instantly drawn to this game as Mark was. However, it doesn't take much to see just how good an adventure game this is. The balance is right. Some problems are relatively easy to solve, while others will have you scratching your head for days. This will appeal to fans of the books more, especially with the number of in-jokes the game features. It's not as mainstream as games such as Sam and Max, which is a good thing in my opinion. It's original, playable and funny. Already one of the highlights of the year. Let's hope there's a sequel on the way.

GARY LORD

WORLD BEATER

PC CD-ROM

- Sam & Max Hit The Road
- LucasArts
- One of the best CD-ROM adventures ever. Funny, good to look at and plays very well. Just has the edge over Discworld, but that's only the CD-ROM version.

VERDICT

PC CD-ROM

I hate Terry Pratchett. I've got all his books and I hate the bugger. Nobody should be allowed to write like that. It makes me want to pack up my laptop and head for the States, where they've got no concept of humour so I should do OK. In the mean time, I live with petty consolations such as I'm taller and less bald than him, and that I'll probably appreciate this game more. It really is rather good, and, while this is by no means perfect, it's still an excellent adventure game which fully exploits the vast resources the licence provides.

MARK PATTERSON

GRAPHICS	88
SOUND	93
PLAYABILITY	93
VALUE	95

OVERALL

94

SNES

Sports **Data East**

£44.99 **Out Now**

Mega Drive version available

No other versions planned

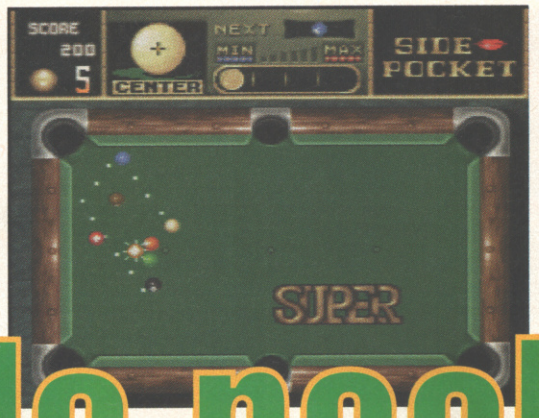
side pocket

Chalk up that cue — it's hustle time baby so lets rack 'em an' roll 'em...

Pool – a sport of skill and a test of nerves with the considerable advantage of involving almost no exercise. Side Pocket involves even less physical activity, but probably more brain power and throws players straight in at the deep end. In one-player mode you start in Los Angeles with 16 chances to pot six balls. Sometimes the computer dictates which ball or flashes up a particular pocket (for which you get bonuses such as extra points or trick shots later if you get it right). Pot all the balls within the limit and score enough and you're given a specific pot to increase your shot number in the second round.

The Trick Game features a series of trick shots which you can complete in any order. It's in this mode that you'll have to work out your angles to the nth degree and calculate exactly the necessary spin or side to apply to the cue ball.

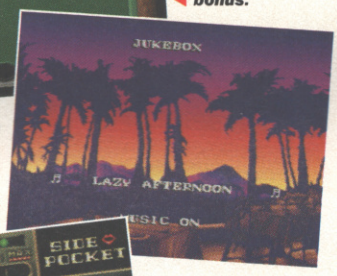
Two Player Pocket Game is a five set match and the rules are the same as one-player mode except play continues until the table is clear. In Two Player Nine Ball Game the ultimate aim is to pot the nine ball, but the computer-specified ball must be hit first by the cue ball failure to do so results in a foul and the opposition chooses where the white ball goes on the table.



◀ *Hit the flashing ball with the cue ball to activate the SUPER bonus.*

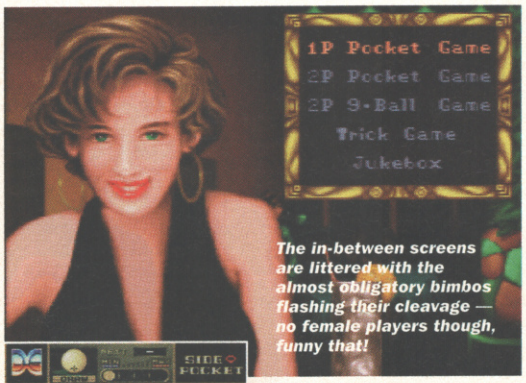
Pot either of the remaining balls into the flashing pocket for a super-go fast bonus. ◀

▲ *One in every hole, what's the odds, eh?*

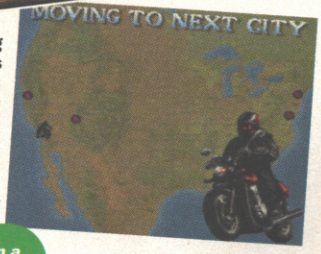


The jukebox option looks really exciting but it's actually just a sound test — missed opportunity! ▶

◀ *You can pot your last ball in anywhere but you get more points for slapping it in one specified by the computer. It always goes for the most difficult pocket though.*



The in-between screens are littered with the almost obligatory bimbos flashing their cleavage — no female players though, funny that!

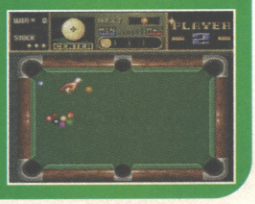


Keep winning and your fortune takes you across the States — apparently you're a Hell's Angel as well but unfortunately there's no time for a bit of looting or gang warfare. ▶

▲ *Use what's called the English option to put loads of bottom on the cue ball when potting the yellow. The cue ball screws back and voilá — in pops the blue. Watch the cue ball doesn't follow it in though.*

Hit a ball not specified by the computer first, or indeed commit any cock up and you're in big trouble...

...your mistake results in a foul, a hand appears and your opponent can stick the cue ball anywhere on the table.



OTHER VERSIONS

Almost identical to this version however, Mega Drive owners can now get hold of Jimmy White's Snooker which is much better, so consider the mark for this lowered by a few points.

MEGA DRIVE

● ISSUE 136 ●91%

VERDICT

SNES

Being a bit of a pool shark I've usually found pool and snooker sims inadequate — mostly because the angles for potting and doubling are completely wrong. This one however, is pretty spot on once you get used to it. The graphics and viewing angle are more than adequate and there's a good range of options (a two-player and a trick shot mode). The difficulty setting is about right making the game challenging but not frustrating, and there is a good dose of bonuses to ease any feeling of sameness. A worthy attempt at a pool sim.

LUCY HICKMAN

GRAPHICS	77
SOUND	78
PLAYABILITY	80
VALUE	76

OVERALL

79

● GAME BY DATA EAST ● CONTACT MARUBENI (0171 826 8816) FOR INFORMATION

out now...

Oi, yes you; you were just going to turn the page and read the NFL and Vortex reviews without familarising yourself of what are the best buys from a software emporium near you...

carts

DONKEY KONG COUNTRY

SNES
issue 157
90%

Believe the hype. Dripping with 32 megs of graphical wonder, Donkey Kong Country has breathed new life into the 16-bit Nintendo console. Despite the battery backup almost half the game is hidden, so it's still a pleasure to return to completed levels.

carts

MICRO MACHINES 2

MEGA DRIVE
issue 156
94%

Crap graphics, crap sound but ooh, just wallow in that steamy gameplay. Plenty of imaginative new tracks and cars to whiz round in one player mode, but get four mates playing and prepare for one of the best multiplayer games yet.

pc

MAGIC CARPET

PC CD-ROM
issue 157
96%

The best graphics yet seen on any machine. Think of Populous, think of a shoot–'em–up and fuse them together into one hell of a blast with more depth than a foot-deep Axminster and you're left with Magic Carpet, the best PC game since Doom.

cd

RIDGE RACER

PLAYSTATION
issue 159
96%

Ridge Racer makes every other home racing game look pathetic. Unbelievable graphics and sound combined with gameplay that offers far more depth than the arcade original. Gets the PlayStation off to a smokin' start.

pc

ESTATICA

PC CD-ROM
issue 157
90%

Similar to the Alone in the Dark series, Estatica is an adventure game that wallows in atmosphere thanks to its original graphic style. Special mention has to go to the most fiendishly designed creatures ever to inhabit a computer game.

cd

SNATCHER

MEGA-CD
issue 158
90%

Konami is perhaps one of the best Mega-CD developers around, but it has surpassed itself with this atmospheric cyberpunk romp. It's an RPG but with lots of seedy future peeps, oh and there's a very black sense of humour. Recommended.

carts

WARIO BLAST

GAME BOY
issue 159
93%

Nintendo has mixed the excellent and highly popular Bomberman format with Wario. Simply guide Wario through heaps of mazes by destroying anything stupid enough to get in the way. Best played through a Super Game Boy and a multitap.

amiga

MORTAL KOMBAT 2

A1200
issue 158
96%

The humble Amiga has the best version yet of Midway's star. Just about everything from the coin–op has been squeezed into this version. Definitely one for Amiga owners who are starved of decent beat–'em–ups.

carts

DOOM

JAGUAR
issue 158
95%

Finally a Jaguar game that shows the power of the machine. All the weapons and grizzly gore action has been incorporated in this first-person perspective blasting classic with some extra levels too. Shoot –'em–up action at its very best.

floppy

SENSIBLE WORLD OF SOCCER

AMIGA
issue 159
96%

One of the best footie games ever. Accurate player and team ratings from just about every player in the universe, plus a career option and increased difficulty level make this the best footy game ever on Amiga and perhaps on any machine.

floppy

TRANSPORT TYCOON

PC
issue 158
90%

Transport Tycoon is a fine example of the genre. Laugh as you create your own transport empire and help develop it into a 3D extravaganza via lots of careful financial juggling; and cry when the public protest for not having a Tube that runs all night.

arcade

VIRTUA FIGHTER 2

ARCADE
issue 158
93%

What's known as a sleeper hit, the original Virtua Fighter arrived with very little hype but is now a monster. The sequel covers the graphics with unsurpassed texture maps and adds a couple of new characters while refining the original's moves.

carts

SYNDICATE

JAGUAR
issue 158
91%

Try and complete the missions, but more importantly kill lots of people, in this smart cyberpunk conversion of the Amiga strategy blaster. Graphics and sound wise it matches the clarity of the PC version and plops on the Mega Drive and SNES carts.

cd

THE NEED FOR SPEED

3DO
issue 158
93%

The Need for Speed drops any arcade pretensions and delivers a thrilling car-based title despite the fact that it's a sim. Credit has to go to the amazing handling routines, the eight cars have a very realistic response, and the best crashes ever seen.

carts

INTERNATIONAL SUPERSTAR SOCCER

SNES
issue 159
96%

This walks all over FIFA and any other isometric pretenders. The moves take a while to master, but it easily rivals Sensi for playability and surpasses it in the audiovisual stakes thanks to some detailed graphics with fluid animation and attention to detail.

■ SNES/MEGA DRIVE

■ Sports ■ Acclaim

■ £Unconfirmed ■ Out March

■ No other versions available

■ No other versions planned

NFL quarterback challenge '95

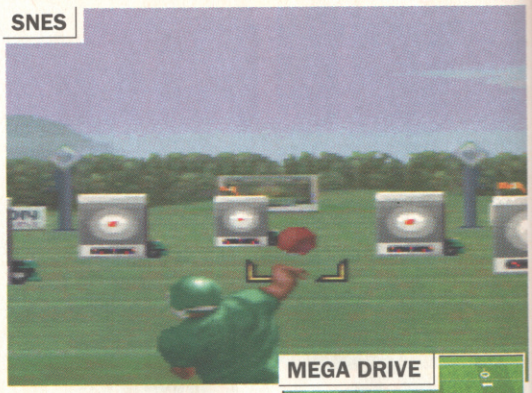
Don't know your gridiron from your waffle iron? Then allow us to educate you...

As any aficionado of Americana can tell you, Quarterback Challenges are all the rage in the States. It means that if you buy a can of soda (which means a fizzy drink over there) and you don't think it tastes as good as your regular brand of soda the manufacturers return you your twenty-five cents. Or so some Yank told me.

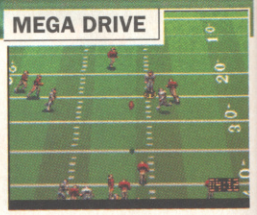
Quite what this has to do with NFL Quarterback Challenge, which isn't even sponsored by a soft drinks company, we know not. This game centres around the wacky sport of American football, and not cola-war taste tests at all. You're given the opportunity to pick a team and take them to the top of the Superbowl, play a variety of historic games from yesteryear or participate in a series of skill, agility and accuracy tests with a player of your choice. Other than in this final option the game plays much the same as most post-Madden NFL games. The pitch is viewed from three-quarters above the attacking side, before each play you're given three sets of play menus, it's fun, but it's not as though it's anything we haven't seen before. Still, no John Madden in sight. Ahh...

Wait for the little yellow light to reach its farthest point and then throw for all you're worth. ▶

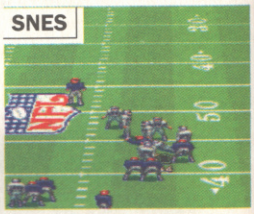
SNES



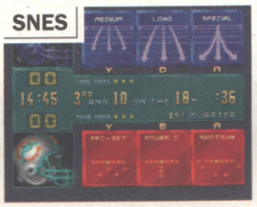
MEGA DRIVE



SNES



SNES

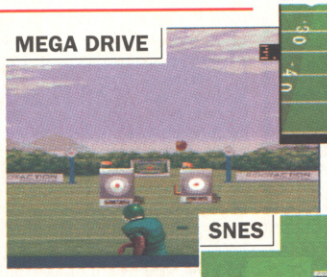


▲ *Choose many plays from this bit, if you can understand them.*

MEGA DRIVE

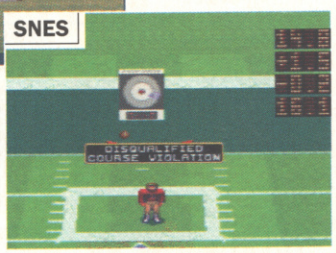
All the ball-casting pants-wetting excitement of the SNES version has been lovingly recreated on the Mega Drive. ▶

MEGA DRIVE



▲ *Yo, tussle with the muscle. Maaan.*

SNES

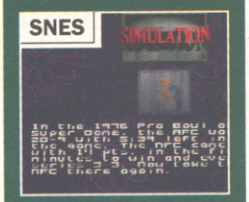


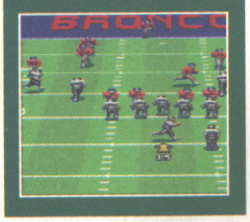
Don't violate the course or you'll be summarily disqualified, like this. ▶

SIM WHEN YOU'RE WINNING

If you can't be bothered playing through an entire game, pick the Simulation option. This picks one of many real-life match-saving plays from the memory and asks you to put them into practice. As you progress through the simulator these get harder, from relatively simple single-pass last-minute touchdowns to desperate split-second 100 yard runs. A novel feature, and quite an entertaining one – especially for atmosphere value.

SNES

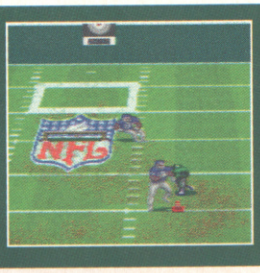




IT'S LOOKING REAL GOOD, BOB

The Quarterback Challenge of the title (we were only teasing with the soda pop story) is the other original feature of the game. Select any quarterback from the available menu (some have better stats than others, mind) and run them through a series of macho tests: running around assault courses; throwing long passes; aiming even longer passes and being really, really accurate with still longer passes. There's not really much to it but it's an interesting novelty feature for a while.

SNES



VERDICT

SNES/MEGA DRIVE

Hot on the heels of no-one at all comes Iguana and its NFL game. Regrettably it seems to have missed the rush for American Footie titles that Electronic Arts triggered, and as such this effort has little going for it that hasn't gone before. The Quarterback Challenge element is mildly diverting for a while, and the historic plays simulation mode is a good idea, but the actual game itself is so average and bland to play it doesn't warrant a second glance. Real fans are far better looking at the John Madden series, however stretched it's becoming.

RAD AUTOMATIC

■ GRAPHICS	78
■ SOUND	80
■ PLAYABILITY	80
■ VALUE	74

OVERALL ■

72

● GAME BY IGUANA ENTERTAINMENT ● CONTACT ACCLAIM (0171-344 5000) FOR INFORMATION

■ PC CD-ROM

■ Adventure ■ Hyperbole Studios
■ £Unconfirmed ■ Out March
■ No other versions available
■ No other versions planned

Vortex

Every so often something comes along which is a bit, well, out of the ordinary. The thing is, this was never in the ordinary in the first place...

OK, so you sit down and before you even start playing Vortex you just get the feeling that the programmers had indulged in certain recreational activities frowned on in most western countries whilst programming this title. The game's just, well, weird. Really weird. It's a cross between movie, adventure and RPG which, technically is hugely impressive.

The gameplay's really free-form. You're left to roam around and explore at will, chatting to any of the people you meet, and generally trying to work out just what the hell is going on. The plot unravels a little too slowly at first, and this is where the game comes close to falling down. But there's three CDs worth of game there, loaded with FMV, speech and excellent music.

If you're into traditional point-and-click adventures, chances you won't like this, but if you're open minded and want to try something a bit out of the ordinary, then this is the game for you.

Well, at least someone's happy to see you. ▶

▲ *Some rocks. Yesterday.*

VERDICT

PC

I know a lot of people will hate this game. It's very unconventional and its appeal lies in that you really don't know what's going to happen next. Because it runs under Windows, it's got that nice kind of dip-in, dip-out gameplay which as a nice break when you're working. You will need a speedy PC though (DX2 and above) as the video footage, even in 256 colours doesn't run smoothly on anything less. Definitely a step forward for CD-ROM games, and let's hope a lot more development teams take time out to experiment in this way.

MARK PATTERSON

GRAPHICS	90
SOUND	94
PLAYABILITY	88
VALUE	85

OVERALL

87

VR WARFARE

The game's plot has you as a soldier on an alien planet fighting against insects from the safety of a virtual reality suit. Things go wrong, your suit gets damage and before it goes through its preprogrammed self-destruct mode you escape and find that you're actually slaughtering humans in an alien utopia. Weird.

▲ *Look, isn't that Whoopi Goldburg? Perhaps not.*

▲ *Hey, nice suntan lady – matches your hat.*

COMING SOON

PC CD-ROM
■ Hell
■ Gametek

Another bizarre CD-ROM adventure, this time starring Dennis Hopper. It's going to be strange, and it's going to be good. Check out the full review next month.

■ **EXPECTED RELEASE: MARCH**

● GAME BY HYPERBOLE ● CONTACT HYPERBOLE (0101 206 441 8334) FOR INFORMATION

CD32

Platform ■ Psygnosis
£24.99 ■ Out Now
Mega Drive to be available
No other versions planned

flink

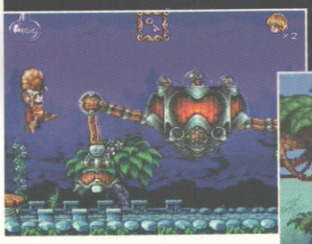
With wizards, spells and fire-breathing nasties you might Flink this is an RPG, but you'd be wrong...

Psygnosis' latest, the strangely titled Flink, is from the same team that created the technically excellent Amiga hit Lionheart, and it shows. A graphical treat, Flink relies on some clever programming and the power of the CD32's circuitry rather than endless pre–rendered footage streamed off CD.

As Flink the player has to battle against Wicked Wainwright, an evil wizard. Wainwright has captured the four ruling wizards of Flink's home island, Imagica, and banished their spirits into separate crystals, scattering them across the land in order to gain control. Being an apprentice of the wizards Flink sets off to rescue them. Should he find all four crystals then a gateway to Wainwright's lair will open and the final showdown can take place.

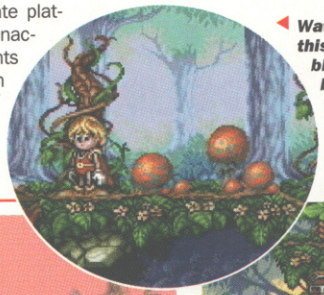
The game itself takes the form of a standard platformer with all the usual traps and puzzles to be worked through and pick-ups and secret rooms to be discovered. There's a twist though, in the shape of Wiz 'n' Liz-style spell casting. A number of spells are available but they generally fall into two distinct styles: offensive spells like lightning bolts are used to take out enemies, while the others create platforms enabling Flink to reach otherwise inaccessible areas. To create a spell ingredients must be gathered from baddies and then mixed together. Information scrolls around the play area give you clues on how best to mix spells, but it's usually a case of the ole trial and error method.

When slipping downwards pulling down on the joypad sends Flink into this slide which can be used to take out baddies. ▶



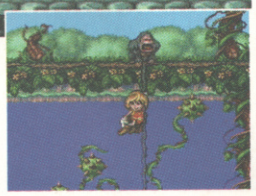
▲ At various points in the game big guardian types have to be taken out via a few well-placed rocks.

▲ In a flash of inspiration Psygnosis has given Flink the ability to dispense baddies by jumping on their heads.



◀ Watch out for this quicksand, it blends into the backgrounds very well. Luckily Flink can jump out if he's quick enough.

▲ The types of spells that can be created are either offensive or used to cross otherwise impossible gaps. There's also a spell which shrinks Flink so that he can sneak through a small gap into a secret zone.



▲ Discover the contents of a chest by jumping on it, they usually contain spell ingredients though. Chests can also be thrown at tougher baddies to take them out.

◀ Slide Flink up and down the rope Donkey Kong Country style in order to avoid the hazards.

VERDICT

CD32

Flink is beautifully put together with high quality graphics, animation and sound. It reminds me a lot of Ray-man on the Jaguar, but we'll wait to see if that's a good thing. Flink is very pedestrian you see, with little in the way of new ideas or puzzles. Flink ambles along as though he's wearing comfy slippers and there's little to challenge him which results in zero tension. Creating spells breaks up the platform action but unlike Wiz 'n' Liz there's not enough spells or mixing ingredients to sustain interest. Stick with Zool 2.

RIK SKEWS

GRAPHICS	89
SOUND	78
PLAYABILITY	67
VALUE	70

OVERALL

68

OTHER VERSIONS

Pretty much the same as the CD32 version, although it's more of a technical achievement on the humble old Mega Drive.

MEGA DRIVE
● ISSUE 157 ● 81%

ALTERNATIVE

MEGA DRIVE
■ Ristar
■ Sega/£44.99

Taking the best bits from Sonic 3 and Dynamite Headdy might be a bit cheeky but it's given Sega another platform star, quite literally in fact.

■ ISSUE 159: 83%

● GAME BY PSYGNOSIS ● CONTACT PSYGNOSIS (0151-709 5755) FOR INFORMATION

supershorts

It's that time of the mag again – the time where we cram in all the other games we didn't have time, space or inclination to give the full page treatment...

snes

CHAOS IN THE WINDY CITY

Another basketball star relinquishes his roots and lends his name to a non-basketball title although, unlike Shaq Fu, this doesn't really need the licence to sell it. Not in the Mario league of platform games, but it's pretty entertaining nonetheless.

£UNCONFIRMED

pc

MENZOBERRANZAN

Decent enough ideas abound here, but the implementation makes everything incredibly slow pace. Too often are you made to repeat the same actions over and over. Decent enough plot and puzzles, though. If you've got the patience it could be worthwhile.

£44.99

pc

THE FORTRESS OF DR RADIAKI

Top title, but at the end of the day, this is just another Doom clone. However, it does out-do Doom for gore, which is no mean feat. The gameplay has nowhere near the depth of the original blaster, but it's worth a second glance for sure. Just don't expect too much.

£34.95

pc

MIDWAY

If you've got an awful lot of time on your hands and an awful lot of strategy experience, you may get something out of this. Otherwise the amazingly slow pace of play and complicated game mechanics make this dull. There are many better titles on the market.

£39.95

mega drive

BRETT HULL HOCKEY '95

Accolade nearly had a decent sports title on its hands here, but sadly the (superior) competition, of which there is a considerable amount, renders it utterly redundant. Nice graphics, responsive teams, but a major lack of depth. Average at best, these days, sadly.

£UNCONFIRMED

pc

COMMANDER BLOOD

The sequel to the Jean-Michael Jarre-themed Captain Blood. And it's still not that good. The same criticisms levelled at the original still apply here – some excellent visuals, but the game seems to be lacking completely. A missed opportunity and a shame.

£44.99

snes

PINBALL FANTASIES

Sequel to the rather nice Pinball Dreams, this is an un-bad simulation of the arcade favourite. Decent ball logic and imaginative tables give it an edge over the prequel, and everything moves at a fair crack to boot. Without doubt one for flipper fans and no mistake.

£UNCONFIRMED

game boy

PINBALL FANTASIES

The tiny screen of the Game Boy doesn't lend itself well to pinball games generally, and Pinball Fantasies does suffer because of screen blur and minimalist table layouts. That said, this is one of the more enjoyable examples of the genre. Not brillaint, but not terrible, though.

£24.99

mega drive

UNECESSARY ROUGHNESS '95

Unnecessary boredom would be closer to the truth. Yet another sub-Madden title, this time with the worst graphics ever seen and practically zero playability. To cap it all, every player irrespective of tea or position has the number eight on their chest. No, no, no, no, no, Accolade. No.

£UNCONFIRMED

pc

THE LION KING

Poor old PC gamers don't get many good platform games, but this goes a long way to redressing the balance. Whilst rather redundant on console, The Lion King works brilliantly on computer, with flash graphics and slick, addictive gameplay. Won't satisfy sim fans, but should suit everyone else.

£29.99

snes

MIGHTY MAX

Whilst you can't argue with the brilliance of the actual Mighty Max toys, this game is horrible. Slow, repetitive, frustrating and almost uncontrollable. Too hard for small little players and way too bad for older ones. Don't get this for your kid sibling as they'll hate you forever.

£44.99

mega drive

MIGHTY MAX

If you're one of those mentally diseased people who has a big thing about repeating the same menial tasks over and over again, here's your game. Pick up a rock, take it somewhere, pick up a rock, take it somewhere. Pick up this game, take it back to the shop.

£UNCONFIRMED

snes

ULTIMATE PARODIUS

If only Nintendo had built the SNES to handle loads of sprites. While this is undoubtedly one of the best coin-ops in existence, some terrible slowdown makes this merely excellent as opposed to incredibly stupendous. That's technical limitations for you.

£UNCONFIRMED

mega cd

ESPN BASEBALL

Amazing presentation, featuring real footage and commentary from proper big matches, marks this above the pack. The graphics and gameplay are also both superior for the genre, which should please the baseball fans out there. Easily the best baseball title around.

£44.99

mega drive

DUNGEON MASTER 2

A game with depth, challenge, atmosphere and an awful lot else besides. This should, by rights, have been the RPG of the decade (if not longer). But no – they've cocked up the control method! Would have been brilliant with a mouse (and a bit of extra speed).

£UNCONFIRMED

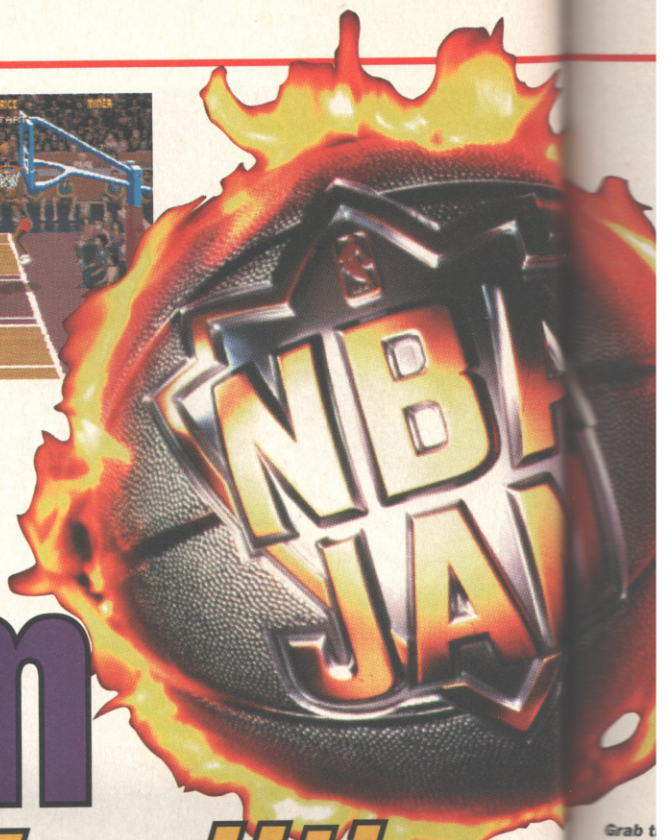
■ SNES/Mega Drive
■ Sports ■ Acclaim
■ £Unconfirmed ■ Out March
■ No other versions available
■ No other versions planned

Has Acclaim done an EA and given us more of the same, or do we really have something different? Well it looks to us like they've done the business...

A long time ago, when NBA Jam was a new phenomenon, Acclaim held a big party to celebrate the launch of the 16-bit conversions. One of our friends, Osmond Browne who works for Mean Machines Sega, spent the entire night wandering over to complete strangers and saying: "Don't put butter on your bread, put some Jam on it." Unsurprisingly, this utterly failed to catch on and was promptly forgotten by most people. But now Oz, if he tries really hard, has a second chance for advertising glory.

MEGA DRIVE

CVG HIT!



nba jam tournament edition

Or not, as the case may be. It's highly doubtful Acclaim would let our friend Oz anywhere near this, its second biggest title next to the mighty morphin' Mortal Kombat. This, the Tournament Edition, features more teams and options than the original, but retains the same fast-moving, high-scoring, net-combusting action of the original. Fans of the coin-op will know what to expect, and if you've never heard of it before, expect something ace. And remember – don't put butter on your bread... aah, forget it.

SNES

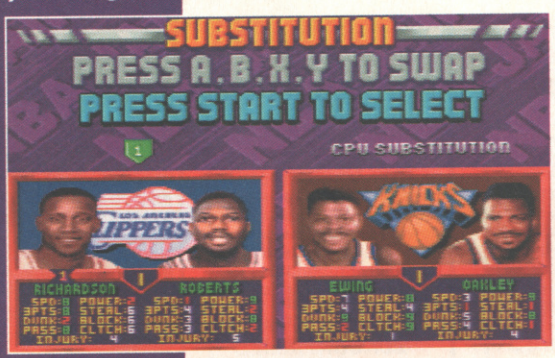
▲ *Those wacky superdunks are back in a big way.*

Yes he shoots such hot baskets he is literally on fire, much like he was in the last game. ▼

SNES

MULTICOLOURED SWAP SECTION

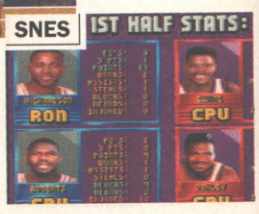
They say there's no substitute for the real thing. Well, thanks to NBA Jam we'd just like to refute that allegation. You see NBA Jam, being an official licence, features a number of real-life actual players – along with a substitution option accessible during the quarterly breaks. Each player is rated across a number of categories, from speed to 3-point throw accuracy along with an injury rating which rises as your player gets knocked about the court (some players are more susceptible to injury than others, as in real life). If you think you need more coverage in a certain area of the court, or your star player is shot to pieces you can now bring on a third player to replace them. Yeehah.



MEGA DRIVE

◄ *The appeal of this game has to be the two player option.*

SNES



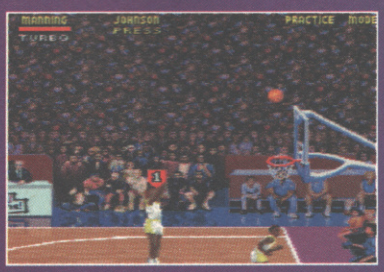
The half-time stats highlight the top record performers. ►

● GAME BY IGUANA ● CONTACT ACCLAIM (0171-344 5000 FOR INFORMATION)

WHAT'S A HOT SPOT NOT?

NBA Jam Tournament Edition features something quite revolutionary in the sports game field (oh ho ho) – power-up icons. Each flashing bean bestows special powers upon the lucky recipient. Super turbo, extra good stealing abilities, all are present for your pleasure. And just like the Hot Spots, special randomly appearing instant-score zones, also not featured in the original, are in this version. Don't be soft, of course there's not.

Crap gamesplayers – fed up with being derided in the street? Can't take any more sand being kicked in your face? Well have we got news for you. NBA Jam Tourney features a practice option, so you can learn the ropes of team work and basket-scoring without having to confront those oh-so-tricky computer opponents. In no time you'll be a joypad master and loads of ladies will love you.



Hit the hot spot. ▶

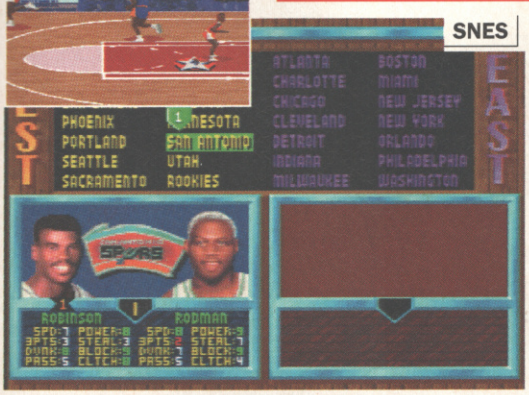
Grab the power-up for extra powering up abilities. ▼

MEGA DRIVE

SNES

It's one of those cutesy little Hot Spots. Awww. ▼

SNES



Pick from your favourite smiley players from out of real life. ▲

SECOND OPINION

Now, I'm no great fan of American sports sims meself, gridiron being my least fave in the videogaming stakes. But I do have a real penchant for a bit of NBA Jamming. The first game had real playability, especially in the two player mode. The Tournament Edition has all the fun of the first version of the game, but with the added delights of power-ups and other gameplay enhancing tweaks. A four player option would've been a good idea though.

GARY LORD

OTHER VERSIONS

It may not be the Tournament Edition, but it's still the best basketball game on handhelds. Top fun.

GAME GEAR
● ISSUE 148 ●82%

MEGA DRIVE

VERDICT

SNES

NBA Jam Tournament Edition resists the usual formula of updating the teams and leaving the gameplay untouched. The addition of hot spots, power-ups and the player selectable juice mode adds variety, and a note of uncertainty to the game. As nice as it is to have all these extras, plus the noticeably faster gameplay, if you've already got the first NBA Jam you'd have to be a pretty big fan to shell out for this. All in all, though, this is an excellent piece of software, and certainly better than the original.

RAD AUTOMATIC

GRAPHICS	88
SOUND	84
PLAYABILITY	94
VALUE	91

OVERALL

91

SNES

MEGA DRIVE

VERDICT

MEGA DRIVE

I loved NBA Jam first time around, but I just can't get used to the hot spots and icons in this version. They make the game, well, rather silly, and the whole thing's a lot more like Speedball than basketball. But they can be turned off, which leaves with a slightly improved version of the first game, and the excuse for me to say – if you got it first time around, don't bother with this version. If you didn't well, this is bigger, faster and slicker, plus it's got that Mortal Kombat team in there somewhere, if only I could find it...

MARK PATTERSON

GRAPHICS	85
SOUND	82
PLAYABILITY	93
VALUE	90

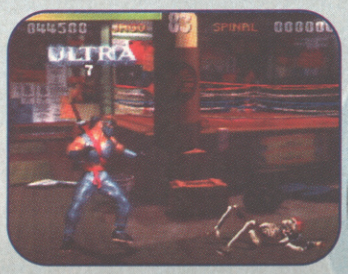
OVERALL

90

HELP!

If you're happy with your gaming knowledge then fine. If not, we at CVG offer a friendly counselling service where you can ask questions and tap into the wisdom of the CVG crew. Send those teasers to Help!, CVG, PRIORY COURT, 30–32 FARRINGDON LANE, LONDON, EC1R 3AU. Sorry but we can't reply personally, although those stamps always come in handy...

NEXT GENERATION POSERS



Dear CVG,
I have some questions that I hope you can answer.

1 Can you tell me how much the Saturn, PlayStation and Ultra 64 cost?
CVG: At least £300 but probably more because they're classed as video players and consequently get slapped with additional EU tax. Nintendo chinny reckon the Ultra 64 will be under £250 but that seems impossible considering its hardware. The Ultra 64 would cost around £1,500–£2000 if released now, but perhaps Nintendo will sell for minimal profit-like they do the SNES and make money on software.
2 Is it worth getting a 3DO with the Saturn, PlayStation and Ultra 64 coming out later this year?
CVG: It's too early to say. It seems unlikely that the market can support four major consoles and without the major backing of either Sega, Sony or Nintendo the 3DO seems most likely to fail. It looks more promising than the Saturn at present though.
3 Does the Saturn play its games off CDs and cartridges?
CVG: CDs. The cartridge port will be mainly used for RAM memory cards since it's too expensive to produce huge graphically intensive games on cartridge. With more efficient compression routines that may change though.
4 What games are in development for the Ultra 64?
CVG: Killer Instinct and Crusin' USA, both of which you can sample in the arcades. The home version of Crusin' will be much faster and action packed though. A Mario and Zelda game are also believed to be in development.
5 Where will the Ultra 64 be released first?
CVG: Japan. Nintendo dominates there and the Japanese seem to lap up anything electronic, especially if it plays games.
6 Why do consoles usually get released in Japan first?
CVG: Because of a massive, games-obsessed market.
7 Will the Ultra 64 play its games off CDs or cartridge?
CVG: Both, but primarily cartridge.
Paul Ellis, Birmingham

ATARI ANSWERS

Dear CVG
1 Is it true that because of a deal between Atari and Sega, Virtua Fighter may appear on the Jaguar?
CVG: It wasn't a deal, Atari received a substantial payment because Sega breached a patent. But in answer to your question, yes there's a VF-style Fight For Life on the way.
2 I'm not sure if my Jag is a UK or US model. Are there any differences?
CVG: Physically no, but if it's a US model the display will be full screen and have no borders (the UK model does have these). Chances are that if you bought your Jag in a UK store and are using it on a British TV then it isn't a US model.
3 How much will the CD attachment cost?
CVG: About £200
4 Is the Jaguar as powerful as the PlayStation or Saturn?
CVG: No.
5 What are the five best Jag games?
CVG: Doom (by far the best), Tempest 2000, Syndicate, AVP. The forthcoming Iron Soldier looks smart too.
Jeremy Thompson

THE MAN WITH THE CD32

Dear CVG,
Having just purchased a CD32 I have a couple of questions.

1 Can you list some of the best CD32 games around?
CVG: Sensi Soccer International Edition, Liberation, Chaos Engine, Gunship 2000 and Banshee are probably the best of the bunch.
2 If Commodore goes bankrupt, will CD32 games still be made.
CVG: Commodore ceased trading a year ago but as we write (early Jan) the firm has just been bought out by the two of the company's joint managing directors. Games take a long while to develop so there will probably be a slowdown over the next few months or until developers confidence in the machine is restored, and how long that will be is anybody's guess.
3 Will Doom ever be released on CD32?
CVG: Because of some horribly technical reason in the way the Amiga handles pixels, a 'proper' version of Doom isn't possible because it would run about as fast as a legless tortoise on morphine.
4 Will there be a Cannon Fodder 2 for the CD32.
CVG: No plans as yet, but then the original wasn't expected to be released on CD32 and it has been so who knows what will happen.
W Lynch, Sheffield

ALIENS

Dear CVG,
1 Are there any plans to release Aliens Vs Predator on either PC or Nintendo's VR–32 format?
CVG: No, not at present, and currently it's only available on the Jaguar.
2 Will the Alien Trilogy be appearing on either of the above machines?
CVG: VR–32 no, but Acclaim is testing the market with the PC version of Mortal Kombat II, Alien Trilogy will appear on PC first, check Connected starting on page 6 for more info.
Kier Ashington, London

PLAYSTATION PUZZLERS

DEAR CVG,
1 How much will the PlayStation cost when it's released in the UK?
CVG: £300–£400.
2 Will the PlayStation be able to be upgraded in the future?
CVG: An FMV cart is on the way. And the communication port could be used to connect a keyboard and other computer-related bumpf like a VR helmet.
3 Out of the PlayStation and Saturn which will be the best for sports and racing games?
CVG: It's too early to say but hardware limitations means the Saturn version of Daytona will struggle to match the speed of Ridge Racer on the PlayStation.
4 Which other major software companies will be producing for the PlayStation and Saturn?
CVG: All the big boys have signed on the dotted line, except Nintendo of course!
5 How much will PlayStation games cost?
CVG: They're under £40 in Japan so around £50 seems a likely price here, though it could be more since the Yen is very strong at present.
6 Will you be able to plug speakers into a Saturn or PlayStation?
CVG: The PlayStation has separate left and right audio ports so yes you could connect one to an amp and speakers. The Japanese Saturn's AV out lead has composite and audio out connections so these could be attached to an amp and speakers too. A UK version is more likely to feature an RF TV lead or Scart socket though, so it remains to be seen how you would get stereo sound out of anything other than a TV or monitor.
7 Will the PlayStation be released in England?
CVG: September, though rumours suggest this will be brought forward to around summer time.
8 Will the PlayStation or Saturn have a VR helmet?
CVG: Nothing planned as yet but it seems likely.
9 Which has the brightest future: PlayStation or Saturn?
CVG: Oh please, don't start this old Mega Drive/SNES chestnut again. Seriously though, PlayStation is technically better but Sega is an old hand in the videogame market and has consistently churned out classic video and arcade games. The real test of the machines is going to be the kind of software that's available when the machines are launched in this country, and how the machines are marketed.
Tom Armstrong, Macclesfield

▼ ***When the PlayStation is finally launched in this country it's going to retail at about £300-£400.***

NEW MACHINE DREAMS

Dear CVG,
1 From the following list, which machine should I get: Jag, CD-i, Saturn, PlayStation, Ultra 64 or the 3DO?
CVG: At the moment we'd buy them in the following order: PlayStation, Saturn, 3DO, Jaguar and CD-i. Can't comment on the Ultra 64 as it's not out yet, but we expect it to be close to, if not the top choice.
2 Will there ever be a CD drive for the SNES?
CVG: There's been finished prototypes for around two years (designed by Sony no less – arf, arf) but it seems increasingly unlikely that it will see the light of day. Shame.
3 What should I buy out of DKC, Pitfall or FX Fighter.
CVG: Seeing as FX Fighter isn't finished yet, it has to be Donkey Kong Country. Pitfall is fun, but only in the short term.
4 What's the best SNES fighting game?
CVG: MK2, nothing comes close.
Alex Kyriacou, Herts.

WILL SATURN KILL THE MEGA DRIVE?

Dear CVG,
1 Will the Saturn be a direct replacement for the Mega Drive and Mega-CD or will Sega continue to produce them?
CVG: Sega will continue to produce the Mega Drive and Mega-CD as long as there's a demand which will be for a very long time yet. The machines and software, though, will become very cheap and an entry level purchase eventually much like the Master System is now.
2 Do you think Sega will ignore the 32X when the Saturn is released in the UK?
CVG: No, although the 32X can be seen as a stop gap so that you can have arcade-quality games now, Sega is certainly committed to the machine and will no doubt continue to develop for it.
3 Is Sega planning to release Daytona USA for the 32X?
CVG: No, sadly.
4 Could you recommend any great games for the Mega-CD and/or 32X?
CVG: Mega-CD: Sonic CD, NHL '94, Sensible Soccer, anything by Core except BC Racers. 32X: Doom and Virtua Racing Deluxe.
5 Do you think the Mega-CD is as bad as it's made out to be?
CVG: Yes, it's cheaply made and vastly underpowered, and Sega just hasn't put enough cash into games development to make it a worthy purchase.
Neal Ferguson, Aberdeen

Seeing as Sega cocked up somewhat with the launch and promotion of the Mega-CD, so its going to pull out the stops in promoting and programming for the 32X, probably. ▶

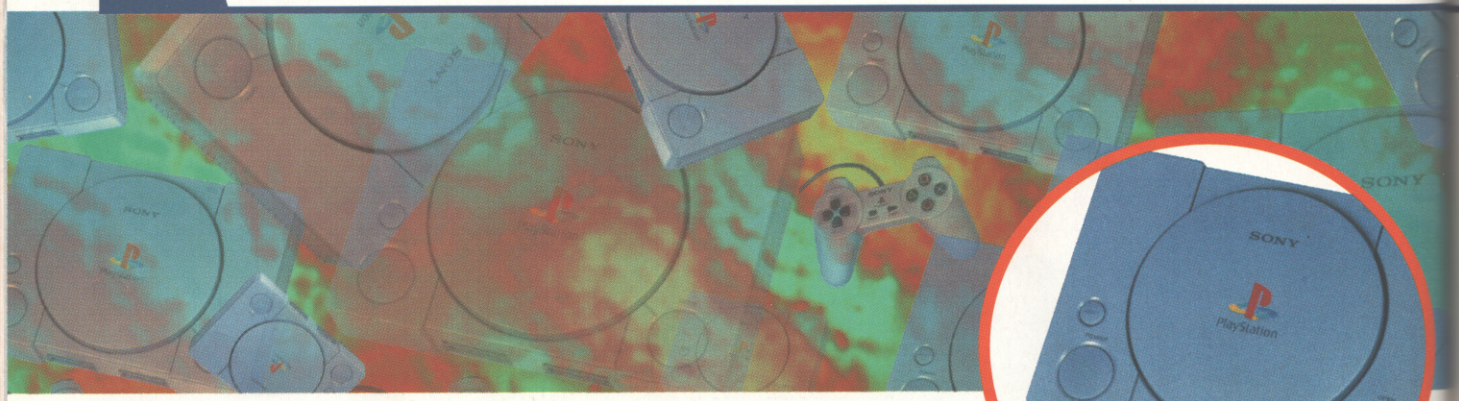
IS ULTRA 64 A SNES BEATER?

Dear CVG,
Will the Ultra 64 be worth selling my SNES for?
Tom Savage, Belgium

CVG: We can't say 'cos we haven't seen it yet! If you're not happy with your SNES, or you are short of cash and are saving up for an Ultra 64 then sell it, the games fetch a very good price second hand. However, if you've got a good collection of games and are not short of cash, keep it. The SNES is a classic console and good for at least another two years at least.

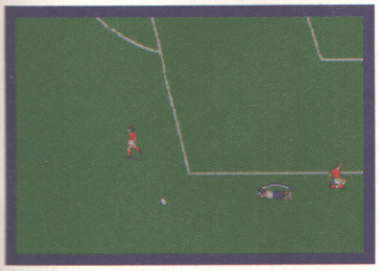
AMIGA TEASERS

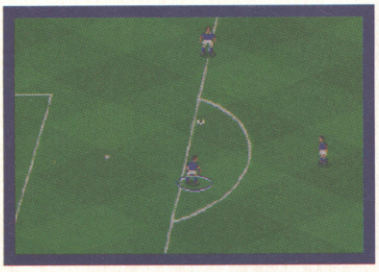
Dear CVG,
1 Should I sell my Mega Drive and Mega-CD and get a CD32 drive for the A1200?
CVG: No, but selling your Mega-CD and getting a CD32 seems like a good bet.
2 Are there any printers that are good quality but also quite cheap.
CVG: Have a look at Panasonic's 24-pin dot-matrix series, they're excellent value for money at around £150–250, only what's that got to do with games, eh?
3 I've heard that a 14-inch TV fits on top of a 3DO and looks well smart. Is this true?
CVG: Do people beat you up in school?
4 All the shops near me which sell A1200s say that won't have any until Feb '95, what's the deal?
CVG: Commodore ceased trading last April and machines haven't been produced since. But Commodore has just been bought, so they should be back in the shops soon – March seems a safer bet than February though.
Martin French.
PS Happy new year gaming to you too.



STRUT YOUR STUFF AND WIN A PLAYSTATION!

Oh yes, games disciples, Vic Tokai, not content with giving away a Saturn a few months ago, has now decided to offer you, our humble readers, the opportunity to get hold of a shiny new PlayStation for ABSOLUTELY NOTHING AT ALL. Why? Well because it's so pleased with its Kick Off 3 European Challenge (reviewed on page 61) game, which is in all good (and some not-so-good) shops now. Anyway, the PlayStation's dead good. Just check our brilliant Toshinden review on starting on page 24 if you don't believe us.





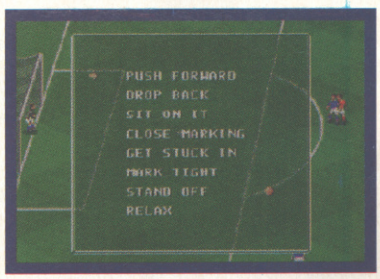
TOP TAPE TIPS

Don't worry if you haven't got an ace tape recorder or a microphone, you'll be able to do a decent enough job using a regular stereo. Take a pair of walkman headphones and plug them into the mic socket of any tape machine. Now simply press record and play and recite your party piece into the earphones. Presto – recordamonto!

PS We're pretty sure this won't knacker your stereo, although there is always that possibility. For which we're not holding ourselves responsible. Don't forget that jingle.

Still, let's cut to the chase. You're obviously wanting to know how to go about winning this extraordinary piece of hardware. Well, we were going to set the usual three questions and have done with it, but as this is such a special prize we thought we'd set a special task for the prospective champion. We'd like you to compose a PlayStation radio advert with a catchy jingle at the end. You don't have to use any expensive instruments, just your darling voices will do – it's imagination and catchiness we're after. Get your entry somewhere within the one or two minute mark for maximum advert realism, pop it on a tape and send it to us at the PSX, PSX, IT'S BETTER THAN SEX, THE PSX COMPETITION, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. We're sorry but we won't be able to return any tapes, so copy over some old party compilations of your big sister's or something if you don't want to lose a new tape. Entries to be received by the 20 March 1995 please or we'll just tape the Danny Baker Show or all over them.

Oh and by the way, this 'ere comp's not open to employees of Emap Images or Vic Tokai. No cash alternative will be offered and the editor's decision will be the final word on the matter. And those are the rules.



CHEAT MODE

Hello people in the future! Can you believe it's March already? We can't, but that's probably 'cos it's the 4th of January as we chip away at another buzzing lexicon of exquisite tips while our bloated stomachs heave Alien like from all that Christmas turkey. Anyway slip into your comfy moccasins, make yourself some warm cocoa and enjoy this champion selection of tips, including a comprehensive Killer Instinct round–up.

CD32

BANSHEE

When Core first showed us this this sterling arcade style shooter it featured a gore mode that allowed you to take out innocent bystanders in the game such as the lady walking with her pram and the poor old polar bears in the icy level. It was taken out but is still accessible by entering your name as MARY WHITEHOUSE on the high score screen. Oh and if you try KANNIJADE KREW you'll not only become invincible but can also skip levels by clicking both shoulder buttons at the same time.

SNES

MORTAL KOMBAT 2

Huzzah, more excellent tips for Acclaim's stupendous SNES conversion of the supreme arcade beat-'em-up, this time courtesy of Daniel Williams from Bolton. These allow you to access the hidden characters via the character selection screen.

They have to be entered very fast by the way, so if you have trouble pulling off fatalities I wouldn't bother if I were you!

Fight Noob Saibot – LEFT, U, D, D, RIGHT, SELECT
Fight Smoke – U, LEFT, U, U, RIGHT, SELECT
Fight Jade – U, D, D, LEFT, RIGHT, SELECT
Fight Kintaro – U, D, D, RIGHT, RIGHT, SELECT
Fight Shao Kahn – RIGHT, U, U, RIGHT, LEFT, SELECT

PC

CANNON FODDER

Three cheers to Ben Woods for this neat level skip that doesn't require a degree in programming and a set of jump leads to get working. On the map screen hold down the CTRL key, exit back to the main game and you should find that by hitting RETURN the 'Phase Complete!' message will pop up and you can skip through the levels at your leisure.

THE HELP! LINE

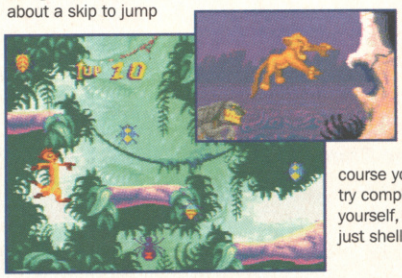
We live in the caring, sharing nineties, so hey! If you've mapped out a level, found a secret part of a game, or you've just got a common garden hint or tip (and that doesn't mean we want advice on planting sprouts, OK), then send it in... And if it's any cop we'll print it! Address your correspondence to:

CVG CheatMode Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

MEGA DRIVE

THE LION KING

The CVG office has been inundated with calls asking about cheats for this game (well some bloke called Harry phoned last Tuesday), so how about a skip to jump



through the levels? Well all you have to do is press RIGHT, A, A, B and START on the title screen. Of course you could simply try completing the game yourself, after all you did just shell out £50 for it!

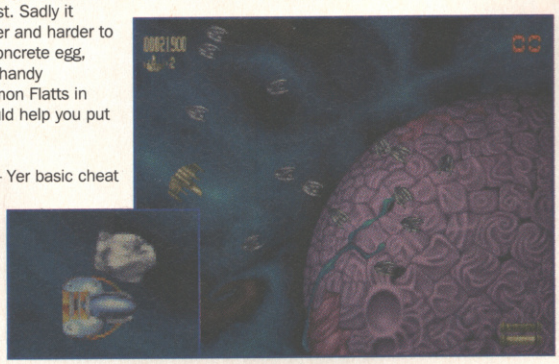
MEGA TURRICAN

Opinions are divided on this recently released Sony version of the Amiga classic that was available on import before the official release. If you bought it here's a useful tip: during any part of the game PAUSE and press A, A, A, B, B, B, A, A, A and now you'll be invincible. And if you fancy a level skip hit PAUSE and press R, L, D, R, B and START. This has to be entered every time you want to skip a level, but that's a good thing if you ask me as the game isn't exactly a tough one to crack.

AMIGA

SUPER STARDUST

Super is definitely the right word to describe this top upgrade to the original Stardust. Sadly it remains tougher and harder to crack than a concrete egg, but these very handy codes from Simon Flatts in Somerset should help you put that to rights.



ZZZZZZZZZZ – Yer basic cheat mode. Full power–ups and 35 lives to plough through.

BZZZZZZZZZB –Takes you to tunnel one, complete with 25 lives and full quota of power-ups.

CXZZZXZWWQS – Takes you to tunnel two, complete with 20 lives and access to the special mission.

DWZZZWZTTLD – Tunnel three and 15 lives.

ENZZZTZALPO – Tunnel four and the special mission along with 10 lives.

PREMIER MANAGER 3

For the perverts out there the 089869 cheat still works in this latest reworking of the definitive football management game, despite the sarcastic message from the programmer once the number's been entered. And if you don't know what this code number does then you've come to the wrong place, CVG is a family magazine, sometimes.

THE BIG TIP

ARCADE

KILLER INSTINCT

If this is any indication of how smart the Ultra 64 software will be, then it looks as though Nintendo is revving up to take over the software world again. Here's a list of all the major moves courtesy of DB. There's no Humiliation moves though, as we've yet to discover them all and figured you'd rather have a complete set, and so look out for them in tips next month. NB, all the B, F moves require Back to be held for a couple of seconds. Where it states any punch or kick can be used, obviously the hard ones will have the greatest effect.

TJ Combo
Spinning Back Hand – B, F, LP
Double Rolling Punch – B, F, MP
Charging Punch – B, F, HP
Straight Knee – B, F, LK
Straight Up Knee B, F, LP+MK
Flying Tiger Knee – B, F, HK
Winding Uppercut – Hold HP + B, D, Let go of HP

Combo Breaker B, F, MK

No Mercy – B,B,F, F, MP
No Mercy 2 – Half Circle Towards, HK

Jago
Fireball – D, F, Any Punch
Flying Heel Kick – Quarter Circle Back, Any Kick
Uppercut – F, D, F, Any Punch
Knife Swipe – Quarter circle back, HP

Combo Breaker – B, F, HK

No Mercy 1 – B, B, F, F, LP
No Mercy 2 – B, B, F, F, MP

Glacius
Arm Spike Morph – F, D, LP
Slide – Half Circle Back, HP
Puddle Port – Half Circle Towards + LK
Puddle Punch – Half Circle Towards, HK
Bouncy Ball – Half Circle Towards + Any Punch
Shoulder Barge – B, F, Any Punch

Combo Breaker – F, D, LP

No Mercy 1 – Half Circle Towards + MP
No Mercy 2 – Half Circle Back + MK
No Mercy 3 – B, B, B, HK

Spinal
Absorbing Shield – Hold Back + LP
Flaming Skull – Half Circle Towards + Any Punch
Teleport – D, D, D + Any button
Charge – F, F, MP
Slide – Down + HK
Super Slash – B, F, MP

Combo Breaker – D, D, D, MP

No Mercy 1 – B, B, MK
No Mercy 2 – B, B, F + LK + MK + HK

Orchid
Hold Back + HK
Tiger Morph – B, F, Any Punch
Helicopter Kick – B, F, MK
Charge Block – Hold Back
Laser Boomerang – Quarter Circle Towards + MP
Spinning Slash – Half Circle Back + HK
Helicopter Blade – F, D, DB+ Any Punch
Dash Attack – F, DF, D, Any Punch

Combo Breaker – B, F, HK

No Mercy 1 – D, F, B, LK
No Mercy 2 – B, B, F, MP (The best move in the game, you'll see why!)

Chief Thunder
Head Attack – Half Circle Back, LK
Reverse Head Attack – Half Circle Towards, LK
Tomahawk Throw – Half Circle Towards + Any Kick
Spinning Chop – B, F, Any Punch

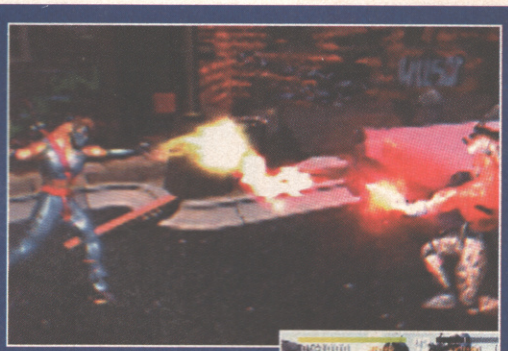
Combo Breaker – F, D, F, MP

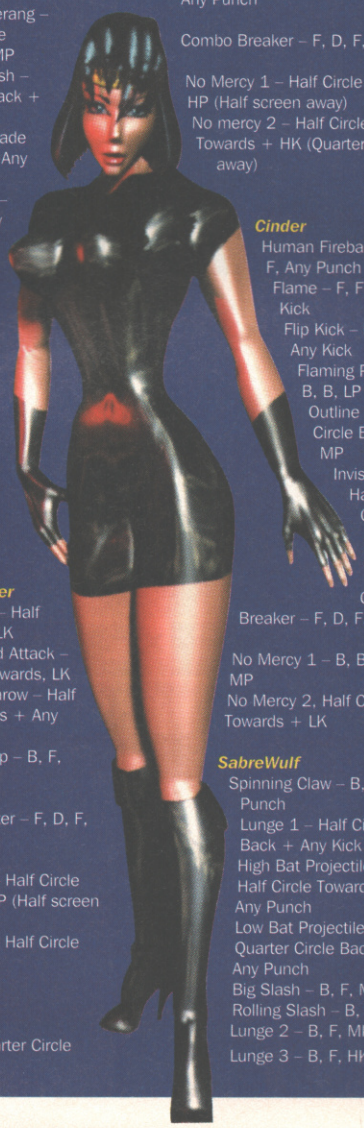
No Mercy 1 – Half Circle Towards + HP (Half screen distance)
No Mercy 2 – Half Circle Back +HK

Fulgore
Fireball – Quarter Circle Towards + Any Punch
Electric Charge – B, F, Any Kick
Uppercut – F, D, F, Any Punch
Lightning Bolt – Quarter Circle Back, HK
Reflector – Half Circle Back + Any Punch
Teleport – B, D, B, Any button
Multiple Bolt – F, B, B, D, F, Any Punch

Combo Breaker – F, D, F, HP

No Mercy 1 – Half Circle Back, HP (Half screen away)
No mercy 2 – Half Circle Towards + HK (Quarter Screen away)





Cinder
Human Fireball – F, F, Any Punch
Flame – F, F, Any Kick
Flip Kick – F, D, F, Any Kick
Flaming Palm – B, B, LP
Outline – Half Circle Back, MP
Invisibility – Half Circle Back, HP

Combo Breaker – F, D, F, MK

No Mercy 1 – B, B, B, MP
No Mercy 2, Half Circle Towards + LK

SabreWulf
Spinning Claw – B, F, Any Punch
Lunge 1 – Half Circle Back + Any Kick
High Bat Projectile – Half Circle Towards + Any Punch
Low Bat Projectile – Quarter Circle Back + Any Punch
Big Slash – B, F, MK
Rolling Slash – B, F, LK
Lunge 2 – B, F, MK
Lunge 3 – B, F, HK

Combo Breaker – B, F, MP

No Mercy 1 – B, B, B, MP
No Mercy 2 – F, F, B, B, MK

Riptor
Fireball – Half Circle Back + Any Punch
Charge – B, F, Any Punch
Leaping Claws – B, F, Any Kick
Tail – Half Circle Back + MK
Big Leap – Half Circle Towards + LK
Uppercut Slash Half Circle Back, LP
Low Flame – Quarter Circle Back, Any Punch or Kick

Combo Breaker – B, F, HK

No Mercy 1 – Half Circle Towards + MP
No Mercy 2 – B, B, B, B, MK

Other Bitz
For a random character select not at all like MK2 hit UP and START on the character selection screen.
To change a character's colour move up and down when a character is highlighted.
Select different stages by holding down and pressing one of the punch or kick buttons. NB pressing MK takes you to a special stage.
SabreWulf (oh, we get the gag by the way Rare) has an extra secret move which will give you back all of your energy. It's called the Energy Howl and you'll get it by doing this – D, DB, B, F to B, HK.
Please note that you do have to be standing as far away from your opponent as possible for this to work, preferably in the corner.

CHEAT MODE

MEGA DRIVE

EARTH WORM JIM

This cheat will whisk our slimy hero to the end of the game. You must have two continues to do this. Get to Buttville via the level skip and press start. You will now be jetted away to the end of the game.
Thank you very much Becky for that one!

3DO

SUPER STREETFIGHTER 2 TURBO X

To transform yourself into Akuma all you have to do is choose Super Battle on the title screen. Now, on the character select screen choose any speed you like with the hard punch button. Then highlight Ryu for two seconds and move directly to T-Hawk and do the same. Now move on to Guile for two seconds, then move on to Cammy for two seconds making sure you pass Dhalsim on the way. Then move directly to Ken and then on to Ryu for two seconds. Finally press all three punch buttons together along with X (the start button) and Ryu's pic should be replaced with Akuma's. His moves are as follows:

Dragon punch: same as ryu
Fireball: same as Ryu
Red Fireball: same as Ryu
Mid-air fireball: Jump+fireball
Hurricane kick: same as Ryu
Teleport: same as dragon punch but with all three punch or kick buttons.

JAGUAR

DOOM

All Weapons

In the game hold down the # and press pause and then unpause. Total Carnage!

SNES

DONKEY KONG COUNTRY

99 LIVES
On the Manic Mincers level, in the Caverns section, go to the mid start barrel using Diddy Kong. Make your way to the bad guy and go to the right of the hole. When Kremlin is under you jump into the hole while pressing B and right. You will now be stuck between the baddie and the wall; keep hold of B and Right buttons and like WOW! 99 Lives. HOWZAT!

SNES

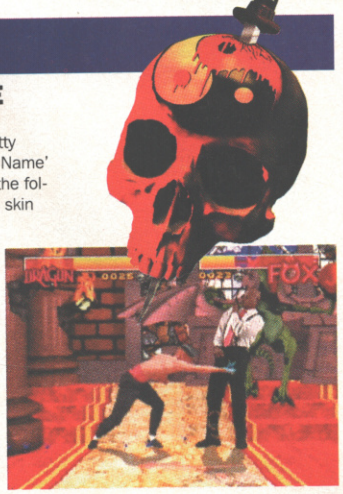
SHAQ FU

To activate the blood cheat you must first of all be in the options screen. Use controller one and quickly enter Y ,X ,B ,A , L buttons, R button and hey presto see the blood spill.

3DO

WAY OF THE WARRIOR

To go up in the world pretty sharpish go to the 'Enter Name' screen and input one of the following, depending whose skin you fancy jumping into:
to become the High Abbot:
enter A then Space then Gavin June 11th 1970.
To become Cole:
Enter J then Space then Rubin Jan 6th 1970.
For an Extra Stage:
Enter paranoid May 5th 1975.

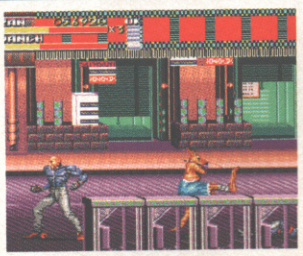


MEGA DRIVE

STREETS OF RAGE 3

Secret Rooms
Guess what, there are two secret rooms in the first part of level 5!
All you have to do enter these is finish beating the crap out of those thugs, then move to the top of the screen and you will see a panel that has been slightly damaged. Stand in front of this panal and press B. You'll now enter the first room.

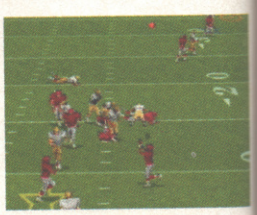
To get to the other room look for two small gaps in the floorboards near the door, place yourself between them and press B. You'll now be in the second room.
Look out for other rooms as you fight your way through!



3DO

JOHN MADDEN FOOTBALL

To pump up your player a bit press Pause then press R, A and pause. To watch the computer playing press Pause then B, L, A and B. To get everything back to normal again press Pause then A and X.



ARCADE

SAMURAI SPIRITS SPECIAL

Here are the special attack moves to help you master beating your opponent.

HAOHMURA
1. F ,DB ,D ,DF ,a/b
2. D ,DF ,F ,a/b
3. D ,DF ,F ,c/d
4. F ,D ,DF ,c/d
5. D , DB ,B ,a/b

GENAN
1. D ,DF ,F ,a/b
2. F ,D ,DF ,a/b
3. F Roll B , a/b
4. DF ,D ,DB ,b/c
Guard + b/d

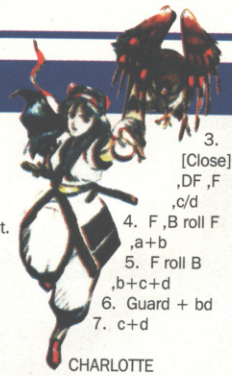
WAN - FU
1. D ,DB ,B ,a/b
2. F ,D ,DF ,a/b
3. D ,DF F , a/b
4. D ,DB ,B ,c/d

UKYO
1. Air+DB ,D ,DF ,F ,a/b
2. D ,DB ,B ,a/b
3. D ,DB ,B ,c/d
4. D ,DF , F ,c/d

EARTHQUAKE
1. Air+D+c/d
2. A/B rapidly
3. D ,DB , B ,c/d
4. F roll B ,b/d

GALFORD
1. D ,DF ,F ,a/b
2. [close] F ,D ,DF ,c/d
3. F ,B roll F ,a+b
4. F roll B ,b/d
5. Guard+b/d
6. D ,DB ,B ,a/b
7. D ,DB ,B ,d
8. D ,DB ,B ,c
9. Press buttons c+d

HANZO
1. F ,DF ,D ,DB ,a/b
2. Air+DB ,D ,DF ,F ,a/b



3. [Close] F ,DF ,F ,c/d
4. F ,B roll F ,a+b
5. F roll B ,b+c+d
6. Guard + bd
7. c+d

CHARLOTTE
1. DB ,D ,DF ,a/b
2. a/b rapidly
3. F ,D ,DF ,a/b

NAKORURU
1. B ,DB ,D ,a/b
2. D ,DF ,F ,a/b
3. D ,DB ,B ,a/b
4. F roll B ,a/b

KYOSHIRO
1. D ,DB ,B ,a/b
2. D ,DB ,B ,c/d
3. D ,DF ,F ,a/b
4. Jump UP+D+ab

JUBEI
1. D ,DF ,F ,a/b
2. a/b rapidly
3. F ,D ,DF ,a/b
4. D ,DB ,B ,F ,a
5. c+d

NICOTINE
1. air+DB ,D ,DF ,F ,c/d
2. F roll B ,a/b
3. D, DF ,F ,a/b
4. D ,DF ,F ,c/d
5. B ,D ,DB ,ab

CHAM CHAM
1. D ,DF ,a/b
2. D ,DB ,B ,a/b
3. D ,DF ,F ,c/d
4. D ,DF ,F ,c/d
5. F roll B ,c
6. F roll B ,d
7. F roll B ,cd

GENJURO
1. F ,D ,DF ,a/b
2. D ,DB ,B ,a/b
3. D ,DF ,F ,a/b rapidly

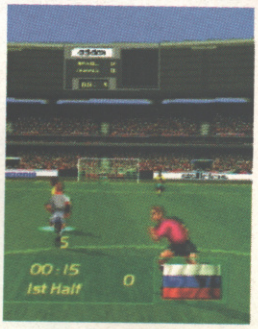
SIEGER
1. F roll B ,c/d
2. DF+bc
3. D ,DF ,F ,a
4. F ,B ,DB ,DF ,d

3DO

FIFA INTERNATIONAL SOCCER

We've got a whole pile of good 'uns for this one. Are you sitting comfortably? Then I'll begin. Just pick the one you fancy and input the following codes:

Invisible Walls:	A, B, B, A, C, A, B, A, B, B, A.
Hot Potato Mode:	C, R, A, B, B, R, L, A, B, A, B, B, R.
Larger Ball:	L, A, C, R, B, A, L, L.
Giant Player:	B, A, B, A, R, B, A, B, A, A, R.
Metallic Men:	B, A, R, C, L, B, A, B, B, A.
Radical Curve:	C, A, R, C, A, B, R, A, B, B, L.
Beefcake Mode:	R, A, L, B, A, C, L, A, B, A.
Brute Mode:	R, A, B, B, A, C, L, L, B, A, C, L.
Crazy Bounds:	L, A, B, A, R, R, R, A, C, C, A.



SEGA CD

MICKEY MANIA

To enter the level-selection screen go to options and choose sound test. Put Music on Continue, FX on Appear and Speech on Take That. Exit out of option and ABRACADABRA! you can now select any level.

MEGA DRIVE

LION KING

Level Skip
Enter the opting screen and press UP ,Down ,Right ,Left, A ,B ,C and start. How about that then ROOOAAARR!

SNES

STUNT RACER FX

To change to a different view pause the game and press Select, then press buttons L, R, L, R, L, R, L, R. Unpause the game and you'll have a new view.

SNES

REN & STIMPY

Passwords for Subgames
Here are some codes, for all the sub games for the level you are currently in.

LEVEL	GAME CODE	
Fish head	Log Invaders	35147
Toothpick	Log Man	71255
Splinter	Space Log	17286
Lumber	Log war	71255

32X

DOOM

Infinite Ammo

God Mode
To access God mode pause the game and press Up+A+C+Mode and hey you are the messiah.
To access the infinite ammo cheat you must have a six button controller for this: pause the game and press Up+X+Z+Mode. Now blast those mothers!

THE HELP! LINE

We live in the caring, sharing nineties, so hey! If you've mapped out a level, found a secret part of a game, or you've just got a common or garden hint or tip (and that doesn't mean we want advice on planting sprouts, OK), then send it in... And if it's any cop we'll print it! Address your correspondence to:

CVG CheatMode, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

hebereke's popoon

is a great name for a compo

compo

Well we think so, which is just as well because those Popoon-crazy gals and geezers at Sunsoft have only gone and inundated us with heb-er-reckie (that's the phonetic spelling, right) goodies. Now we've decided to keep most of them for ourselves, 'cos we're like that, but we're going to make five of you rather happy by giving you a copy of the game Hebereke's Popoon. For the out-of-touch readers who don't know what we're talking about, let us digress...

Hebereke's Popoon is a Tetris-style game, only it's far, far superior, more enjoyable and has a totally excellent two player mode – the special attacks will have you screaming with gaming delight. Believe us. If you want to know more then check out the full review in issue 157 (FX Fighter on the cover) of CVG.

Of course we're not just giving the games away, you're going to have to answer a quessie first, and when you've done that simply send your entry to Popoon that CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU by March 15. Five lucky readers win a copy of the game while 20 not-so-lucky-but-luckier-than-the-readers-who-are-getting-sod-all will receive some Hebereke goodies which will impress, we assure you.

And your question is...

1. Hebereke is a well known Japanese cartoon character, but where the hell is Nova Scotia?

Them there rules
Anyone can enter (apart from employees of Emap Images, Sunsoft and Marubeni). All entries must be in before March 15. No cash alternative will be offered and the editor's decision is final.

BIG EDS

Only in CVG do the editors of the top games mags tell you what games they're playing at the mo and what titles to look out for in the future...

Andy McVitie, Editor Nintendo Magazine System

The NMS team is going Killer Instinct mad this month – which is why there's an eight-page feature on it, including secrets from players who know the machine inside out! When we're not playing Killer Instinct though we're playing our favourite American sports courtesy of NBA Jam TE and NFL Quarterback Club.

Steve Merrett, Editor Mean Machines

When I'm not tanning all-comers at Konami's International Superstar Soccer (and winning an England shirt for my troubles), most of my time is spent between MKII on the 32X and Virtua Fighter. Apart from that, there's been very little which has impressed me this month, but Victory Goal looks promising.

Richard Leadbetter, Editor Sega Magazine

Well, sorry Steve, but Victory Goal looks great but doesn't play too well to be honest. What is looking promising is Saturn Panzer Dragoon – the beta version I've played is astounding – showing off exactly what the Saturn's capable of in the 3D department. Its Japanese launch is March and Daytona follows in April...

Alan Dykes, Editor CU Amiga

Doom was the gaming phenomenon of '94, but the Amiga was all but left behind: 'You can't get that sort of speed and texture-mapping from an Amiga', the pundits claimed. Well this year will see them proved wrong. Alien Breed 3D is on its way this summer – and it looks hot.

Andy Nuttall, Editor The One for Amiga Games

1995 will be the year of the Worms! As the Amiga's critics are performing last rites on the machine, Team 17 announces its best game yet. It's simple, it's fun, it's infuriatingly addictive, and you can read all about it in The One! And lots of other great stuff, obv.

David Upchurch, Editor PC Games

It's not all Doom and gloom in the PC Games office, not now that we've been playing Heretic from ID Software. It's basically the Doom game engine but with a fantasy setting, great power-ups (check out the time and chicken bombs) and an altogether more fun gaming experience than Hell on Earth.

Christina Erskine, Editor PC Review

That huge computer fest, the CES in Las Vegas, turned out to be low key for PC games. However, there are a few things to look out for. Top Gun, from MicroProse, is a neat blend of video-based cut scenes and flight sim action, and LucasArts' Full Throttle is shaping up very nicely too.

Mark Patterson, Editor Computer and Video Games

The beauty of being a multiformat magazine is that we get to play all the new machines' games, and Toshinden has impressed virtually everyone who's come into the office. We can't discount the Saturn though, with games like Shinobi X, and come April we're going to get very excited about a certain Daytona racing game. Watch this space.

chart attack with HMV

all format top 10

1 ✪ Sensible World Of Soccer
■ Virgin ■ AMIGA
The audio visuals might not be as good as FIFA, but it's the all-important gameplay that makes this the king of the footie-gaming genre.

2 ▼ FIFA Soccer '95
■ EA ■ MD
Knocked off its winning post by the phenomenal Sensi, but that does not detract from the fact this is a superlative soccer sim, with an excellent iso-metric perspective.

3 ● Donkey Kong Country
■ Nintendo ■ SNES
If you've got a SNES then you must have this game. The graphics are like nothing seen on a SNES before, believe it.

4 ✪ Cannon Fodder
■ Virgin ■ MD
Sensible Software's bizarre mixture of humour, war and shoot-'em-up is classic gaming at its best.

5 ▼ Earthworm Jim
■ Virgin ■ MD, SNES
This was one of *the* platform games of last year. Stunningly original and looks and plays like a dream.

6 ✪ Theme Park
■ EA ■ AMIGA, 3DO, PC
Coming to a format near you soon, and for a full review turn to page 66 right here, right now.

7 ▲ Rugby World Cup
■ EA ■ MD
Finally a decent rugby simulation has come about from the people who know a thing or two about sports sims.

8 ▼ Cannon Fodder 2
■ Virgin ■ PC, AMIGA
The console gang now have the first version, and this second game is just as good, and bloody hard too.

9 ✪ Wing Commander 3
■ EA ■ PC CD-ROM
A truly interactive movie is the best way to describe WC3, and don't worry, it's got its full quota of gameplay.

10 ▼ Mortal Kombat 2
■ Acclaim ■ AMIGA, SNES, MD, GB
Acclaim's preeminent beat-'em-up is bloodier, cuter and better than its predecessor.

key ● non-mover ▼ move down ▲ move up ✪ new entry

HMV KNOW HMV · KNOW GAME

In life you're given charts, in school you get the boring ones: bar and pie; then it gets more interesting with your World Cup wall chart, and then you hit an all-time high with the CVG monthly gaming charts...

snes top 5

1	▲	Super Return of Jedi ■ Virgin
2	▼	Donkey Kong Country ■ Nintendo
3	●	Earthworm Jim ■ Virgin
4	✪	PowerDrive ■ US Gold
5	▼	Secret of Mana ■ Nintendo

gb top 5

1	✪	Space Invaders ■ Nintendo
2	▼	Donkey Kong ■ Nintendo
3	✪	Aladdin ■ Virgin
4	▼	Tetris 2 ■ Nintendo
5	▼	NBA JAM ■ Acclaim

nes top 5

1	●	Tetris 2 ■ Nintendo
2	●	Kirby's Dreamland ■ Nintendo
3	●	Pacman ■ Nintendo
4	●	Micro Machines ■ CodeMasters
5	●	Yoshi's Cookie ■ Nintendo

mac top 5

1	✪	Sensory Overload ■ RealityByte
2	▼	Rebel Assault ■ LucasArts
3	▼	Star Trek: N G ■ Quicktime
4	✪	Gingerbread Man ■ Broderbund
5	✪	Prince of Persia ■ Broderbund

pc top 5

1	✪	Little Big Adventure ■ EA
2	▼	Wing Commander 3 ■ EA
3	▼	Magic Carpet ■ EA
4	✪	Nascar ■ Virgin
5	✪	A N W of Lemmings ■ Psygnosis

md top 5

1	✪	Cannon Fodder ■ Virgin
2	▼	FIFA Soccer '95 ■ EA
3	▼	J White's Snooker ■ Virgin
4	✪	Micro Machines 2 ■ Codemasters
5	✪	PGA Tour Golf 3 ■ EA

mcd top 5

1	●	Rebel Assault ■ JVC
2	●	Snatcher ■ Konami
3	●	Soul Star ■ Sega
4	▲	FIFA Soccer ■ EA
5	✪	Tomcat Alley ■ Sega

ms top 5

1	●	The Lion King ■ Sega
2	●	Mortal Kombat ■ Acclaim
3	●	Sensible Soccer ■ Sony
4	●	Sonic Chaos ■ Sega
5	●	Desert Strike ■ EA

gg top 5

1	●	FIFA Soccer ■ EA
2	●	The Lion King ■ Sega
3	●	Pete Sampras ■ CodeMasters
4	●	Mortal Kombat 2 ■ Acclaim
5	●	NBA Jam ■ Acclaim

amiga top 5

1	✪	Sensi World of Soccer ■ Virgin
2	●	Theme Park ■ EA
3	●	Mortal Kombat 2 ■ Acclaim
4	▼	Cannon Fodder 2 ■ Virgin
5	●	Premier Manager 3 ■ Gremlin

3do top 5

1	✪	Theme Park ■ EA
2	✪	The Need for Speed ■ EA
3	✪	Rebel Assault ■ EA
4	▼	Street Fighter TX ■ Panasonic
5	▼	FIFA Soccer ■ EA

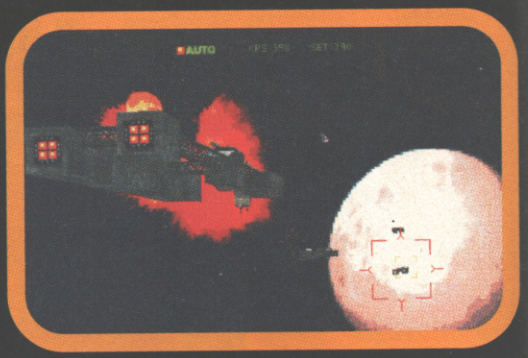
cvg's top 5

1	✪	Toshinden ■ PlayStation
2	▼	Ridge Racer ■ PlayStation
3	✪	Mortal Kombat 2 ■ 32X
4	✪	NBA Jam ■ SNES
5	✪	Snatcher ■ Mega-CD

NEXT MONTH

movie mayhem

We bring you the reviews of Acclaim's three Easter movie giants Stargate, True Lies and Warlock. Will they set the scene for Judge Dredd and Batman Forever? Find out here.



kill, rathi, kill

The Kilrathi certainly struck back on the PC in Wing Commander 3 – are they set for the same success on 3DO? Review next month.

shinobi X arrives

You read about Shinobi this month, and you can find out whether Sega can make up lost ground with this potential Saturn smash.

jaguar cd launched

By the time you read this we'll already have played all the new Jaguar CD games – and we'll tell you next issue how this make-or-break product matches up to Sony and Sega.

Namco knocked Sega for six with its excellent PlayStation conversion of Ridge Racer, Is Namco set to do the same again with its next two releases: Starblade and Cybersled?

starblade

COMPUTER AND VIDEO GAMES

CVG 161 – OUT MARCH 15

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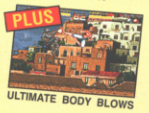
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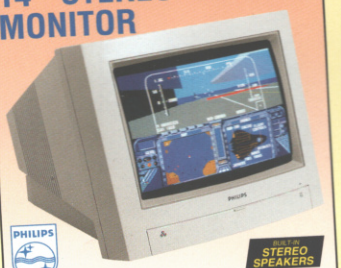

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